January 1995 - Volume 12, No 1
NDD

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Australian Commodore &

AMIGA Review

SPECIAL 1995 ANNUAL EDITION

WOW!

CEI Strategy
The American View

Removable Media
The latest compared

Making waves in Dpaint IV

Lightwave Goodies

SPECIAL UPDATE
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Amiga INTERNET Software Guide

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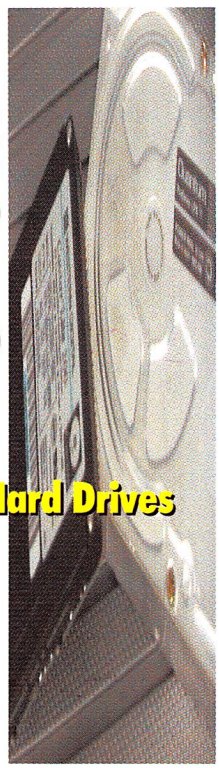

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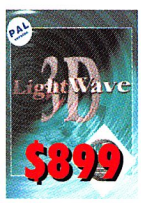
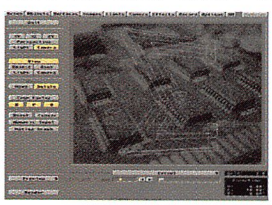
LIGHTWAVE 3D - PAL

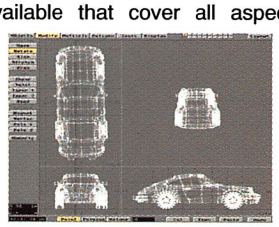
The Professional Standard in 3D Rendered Graphics



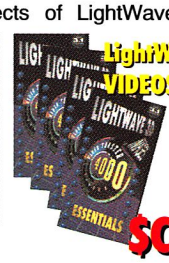
LightWave 3D is an all-in-one photorealistic animation system LightWave has been seen on TV shows like SeaQuest DSV Babylon 5, Robocop, Star Trek: The Next Generation. Creat objects with LightWave modeler. Lathe, extrude or Boolean dril Use PostScript fonts to create 3D text objects. Add lighting effect and camera moves. No other 3D package offers this much powe and flexibility combined with such an intuitive interface. LightWav comes with a free "LIGHTWAVE 3D ESSENTIALS" video tape t help you get animating fast. Lightwave 3D is the choice of professional 3D artists There are other videos available that cover all aspects of LightWave 3D



LightWave LAYOUT Screen



LightWave MODELER Screen



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Your SCALA presentations can now include full Digital MPEG Video. CDI and VIDEO-CD also supported

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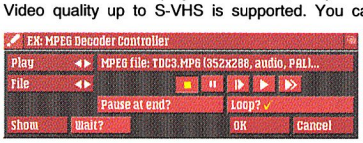

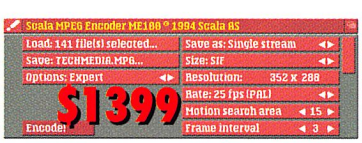

With the MD100 comes the MPEG Encoder. This allows you to convert anims or grabbed IFF's into MPEG video streams for real-time playback in 24bit colour.

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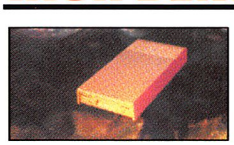

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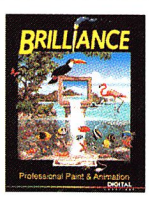

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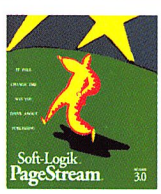

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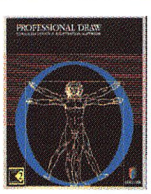

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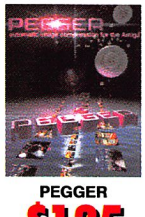

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MAGIC LANTERN V2 all users to create, edit and disp delta-compressed animations up to 24bit colour. Most 24 cards are supported. EGS, G SPECTRUM, RETINA Z2 & OPAL VISION and PICASSO II Synchronizes sounds w animation playback. **$13**

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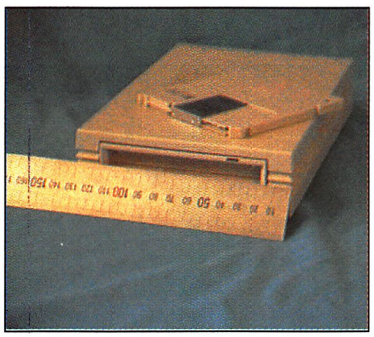

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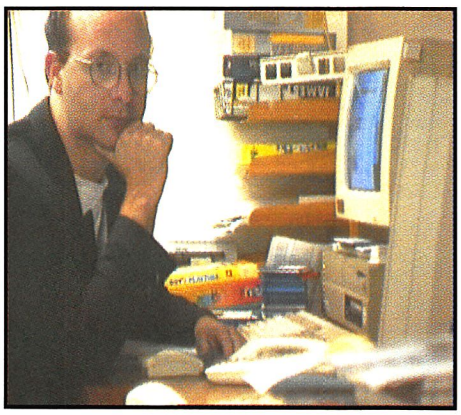
Super Stardust

Opal starts to shine



I have seen the future. Roll your own wipes, amazing chroma effects, and an interface smooth enough to fool Lightwave users into thinking they're still using a Newtek product. Yes folks, Opal are finally starting to move Video Processor equipped boards out into Amigadom.

I have used one. It is very impressive. But getting your grubby hands on one is still a bit of a trick. All this despite the Nescafe Big Break Awards' glowing interview, which painted our mate Gary as the successful techno-wizard behind the mighty Opal empire.

The reality is a little different, but there is light at the end of the tunnel - there should be a local upgrade point for Opal boards real soon now, which is very good news.

Once Opal finally get the Switcher and various other bits together, they must look at selling a full digital video editing system. Products like this will be just the thing to keep Amiga alive and well once CEI or Commodore U.K. sort things out. We're not getting very clear messages on the exact status of the Commodore buyout at the moment. Contradictory stories are eminating from opposite sides of the globe, and making sense of them is near impossible.

For most it's still just a waiting game. However, others are simply getting on with what they have always done.

Amiga shows are happening overseas, and enjoying huge crowds who are spending up big. Software publishers are shipping new versions, like Personal Paint 6.1 - an impressive program to be sure. Then there's Deluxe Paint V, previewed in this issue, and Wordworth 3.1, to be examined in detail next month.

In this issue of Amiga Review we decided to amalgamate some of the best parts of our traditional Amiga Annual with the standard January magazine to produce a sort of part Annual, part Amiga Review. We had to scrap a few columns to make room for those wonderful lists of things. To all those affected, I apologise. I promise all the regular Amiga Review columnists will be back in force next month.

Down the track - in the next two or three issues - we will also produce a complete software guide. This is something of a mammoth task, and it almost made it into this issue, but for size reasons was simply a non-starter. It would have easily filled 30 pages. So stay tuned for that one.

Until next month, no news is no news and right now there's still no news on Commodore. So keep using your Amiga, keep letting people know how great Amiga technology is, despite the advances made by the competition, and remain quietly confident with us that things will work out very soon.

❑

- Andrew Farrell

A.C.A.R. appologises for any inconvenience caused to UNITECH ELECTRONICS P/L by our misprint regarding the price of the Competition Pro CD32 Controller, page 86 Nov/Dec. The correct price should have been $49 R.R.P.

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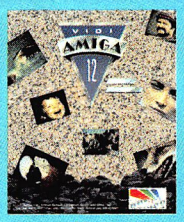

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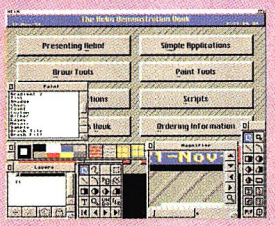

Helm is a complete multi-media authoring program. Some features include buttons, charts, imagefields (these support animations, scrolling, and more), shapes (boxes, ellipses, lines, curves, etc.), selectors (mini control panels for the user), a fully featured scripting language, play music and sound, call external programs, send data to serial port, full printing, fades, dissolves, a 340 page manual, 5 disks packed with examples and clip art, making Helm a leading authoring system for the Amiga.

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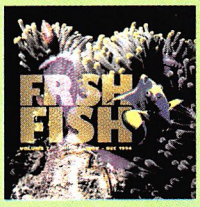

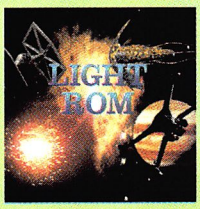

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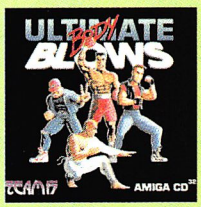

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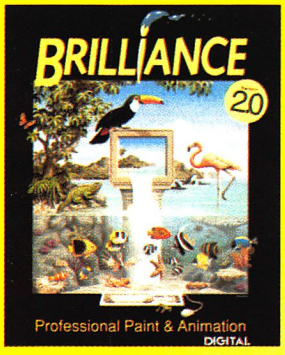

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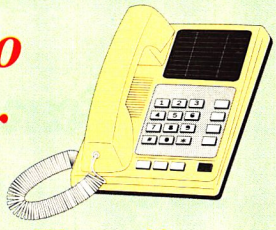

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E & O E

Scala MM400 soon!

◗ Scala MM400, the latest version of the multimedia presentation package, will be available in early 1995 from Peripheral World. The new version adds features like curved fly-on wipes, new EXs for CD32 CD audio and MPEG and the Neptun genlock, scalable fonts and better antialiasing, and upgrades will be $99 for all MM300 owners. All registered owners will be notified by mail.

Contact Peripheral World on (03) 725 3233 for more information.

❑

Brilliance 2.0

◗ Peripheral World is now the Australian distributor for Brilliance 2.0, the paint package that lets you build 24 bit images on an Amiga without a 24 bit graphics card.

Upgrades from version 1.0 are available for $79; send Peripheral World your 1.0 serial number and a cheque or money order and they'll courier you the new version.

Phone Peripheral World on (02) 725 3233 for details.

❑

Workbench 3.1 Upgrade

◗ Yes, folks, you can finally go out and buy Workbench 3.1 for Amiga 500, 2000, 3000 and 4000 machines. If space had permitted there would have been a full review this month - but it didn't, so there isn't.

If you've got a WB3.0 machine, 3.1 doesn't give you much beyond a slight increase in graphics speed; if you've got a 1200 you don't even get that, since there are no 3.1 ROMs for 1200s.

Users of ECS machines get about a 30% graphics speed increase, plus all the features of 3.0 that can work on a non-AGA machine - datatypes, Multiview, improved Workbench support for 24 bit graphics boards, plus the features that were new with Workbench 2.1 - CrossDOS and localisation.

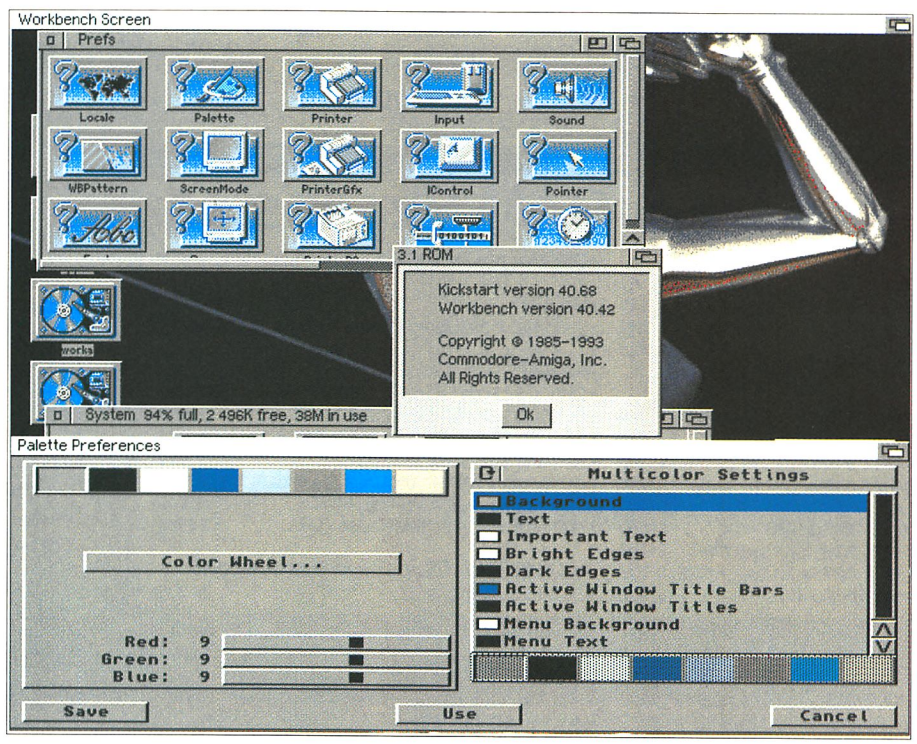
There's also built in CD-ROM support including the ability to boot from them; if you're still running 1.x, 3.1 for $200 is definitely better value than 2.1 for $150, but current 2.x users have to weight up whether $200 for slightly faster graphics and sundry frills is worth it.

Many AGA resolutions are now available to ECS users - DBLPAL, DBLNTSC, Super72 and so on - but with restricted colour choice. As with the older Productivity mode, you can only use them in four colours. This is because all the operating system tweaking in the world can't make the graphic chips more powerful; if you don't have an AGA machine or a graphics board, you can have lots of colours OR high resolution.

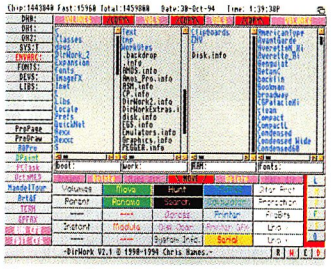
All the new graphic mode stuff is of minimal use to A3000 users, or anyone else who's already got a flickerfixer. Using hires lace and overscan you can get as much display as you need; the higher refresh rates used by Super72 and the like do make the screen more stable, but give you fewer lines in exchange.

Check out next month's ACAR for more 3.1 information - or call Software Buyers Service on (03) 808 8308.

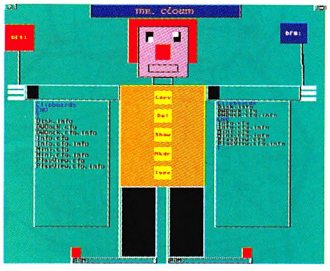
❑



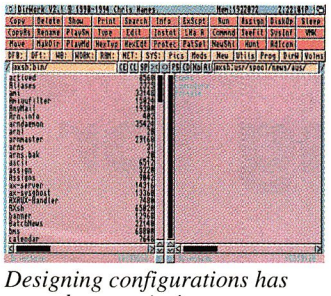
DirWork 2



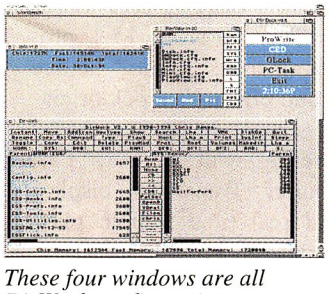
Personalise your configuration.



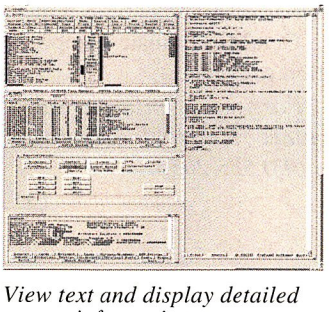
Do that something extra with your configurations.



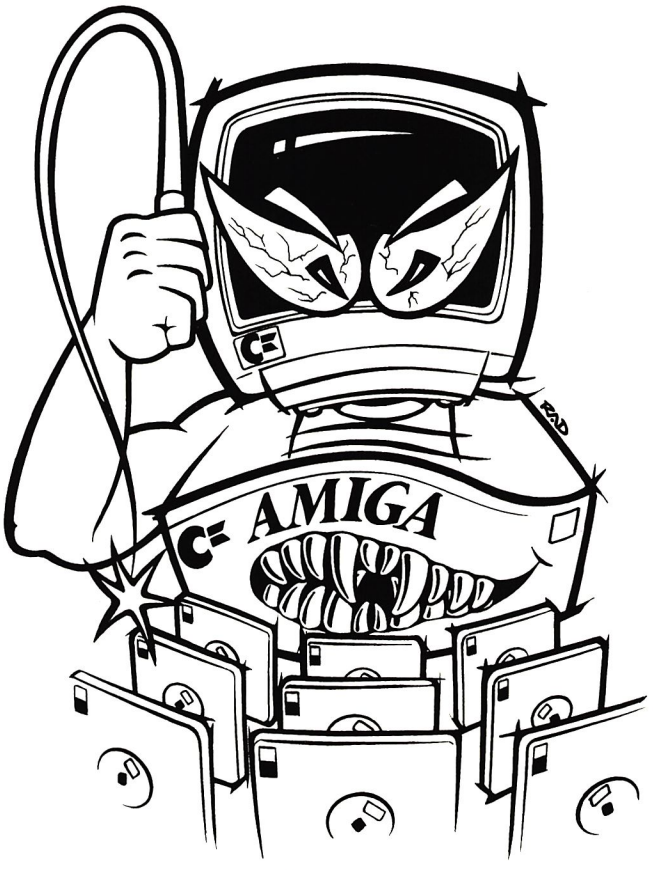
Designing configurations has never been easier!



These four windows are all DirWork configurations.



View text and display detailed system information.



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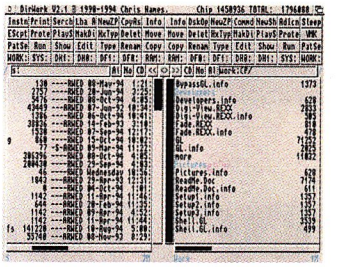
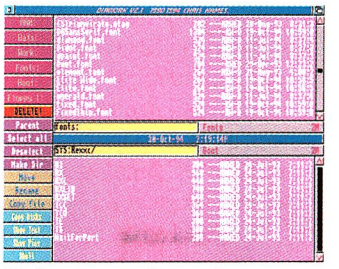
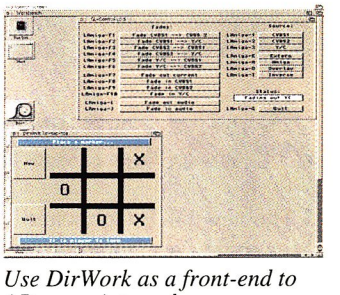


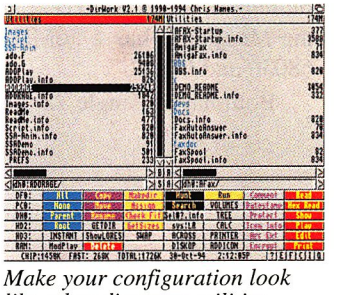
DirWork includes many sample configurations to play with.



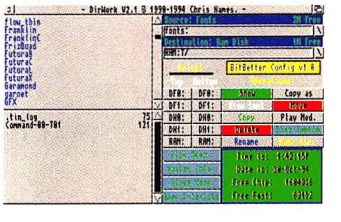
Make your configuration as colourful or as dull as you like.



Use DirWork as a front-end to ARexx scripts and programs.



Make your configuration look like other directory utilities.



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PC-Task 3

Another article that we just didn't have room for this month is our review of PC-Task version 3, the latest (now commercial) incarnation of the Amiga's most powerful and popular software IBM PC emulator. The new version runs a bit faster (as long as you use the memory hog Turbo version, which eats five times the RAM...), and can emulate an 80286 processor, which means you can run Windows 3.1! Don't expect to do this very quickly, though - our speed tests put PC-Task on a 40MHz 68EC030 at 2.5 to 3 times the speed of an XT, which for non-trivial Windows operations is intolerably slow.

Still, if you HAVE to run some Windows program to, for example, translate a file to an Amiga-comprehensible format, PC-Task does the job for far less than any other option - $129! Text only DOS applications are acceptably fast, so PC-Tasks's great for dealing with some avant-garde archive version that Amiga archivers don't understand, or compiling a version of your hot new utility for the PC, or...

For more information, check out the big review next month, or contact Quasar Distribution on (03) 583 8806. ❑

DKB A1200 Accelerators

The new DKB Cobra and Mongoose accelerators are now available in Australia.

The Cobra is a 40MHz 68EC030 model with a socket for a 68882 coprocessor running at up to 50MHz, and the Mongoose has a 50MHz 68030 and 68882.

Both have a single 72 pin SIMM socket which can take from 1 to 128Mb of fast RAM, and a SCSI-II controller to plug into both is promised shortly.

Contact Peripheral World on (03) 725 3233 for more information.

❑

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Powerful sampling for $199!

In the sound sampling world, you can get cheap samplers or you can get good ones. Cheapies are fine for mucking about or making low quality mono samples, but they don't cut it for professional use - the noisy 8 bit hardware and circus poster software lets the user down.

The new Aura package plugs into the PCMCIA port on A600 and A1200 computers, and is billed to allow conventional or direct to disk sound recording in up to 12 bit stereo - acceptably close, the makers claim, to 16 bit quality.

There's a real time monitor with a spectrum analyser and oscilloscope, full editing features, and you can do hard disk recording at up to 40kHz in 12 bit stereo on a fast RAM equipped A1200.

There are 15 programmable single source sound effects, a block oriented sample sequencer, digital filtering with a 3-D Fast Fourier Transform display, and real time sample playback from MIDI input.

The 12 bit signal to noise ratio is 72dB, and the outputs mix in Amiga audio for easy connections. The hardware is also compatible with the OctaMED music composition package.

For more information, contact Emerald Creative on (03) 585 2055.

❑

Media Watch Spottings

Robocop

Calum Winning of Rockingham, WA was watching the new Robocop TV series (ah, highbrow entertainment) and spotted the lab guy watching a media break on a Commodore 1084S monitor.

Mr Winning noticed because he was watching the show on one, too!

TV ads

Matthew Gundry of Toowoomba, Qld was watching the first episode of Babylon 5 (whose graphics, of course, were created on Video Toaster/LightWave equipped Amigas) on Sunshine TV (channel 7) on the 3rd of December, and noticed that at least two of the commercial breaks featured a CD32 ad.

From his description, it sounds like the robot playing games and overloading ad that was shown on UK TV and also included in CDXL format on the second CD32 demo disc.

Local paper

Chris Pauly of Geilston Bay, Tas, was browsing through his local free paper, the Eastern Shore Star, dated October 25. He spotted an article on a couple using an Amiga for editing and producing various videos, mainly weddings.

The Amiga isn't specifically mentioned in the text, but a 2000 is plainly visible in the picture.

Chris then went on to express his profound conviction that this "astounding sighting...deserves a free subscription", and by now he should be realising that since his isn't the last sighting in the list, he didn't get squat. Nyaah.

Test pattern

Andrew Dauncey of Chadstone, Victoria, was watching the AFL Grand Final with a friend on October 1st, and zapped channels during the half time break.

He came upon the new community channel 31, whose test pattern struck him and his mate as absolutely fascinating, possibly as a result of the traditional sports viewer's diet of beer, beer and more beer.

After a few minutes of this riveting fare, he noticed a mouse pointer - and then the test pattern screen was pulled down, to reveal Workbench behind it!

The fascinated pair continued to watch avidly, the football forgotten, as somebody edited the test pattern pixel by pixel.

Andrew went on to do the usual Ritual Subscription Sucking Dance. Ah, what the heck, he can have one.

❑

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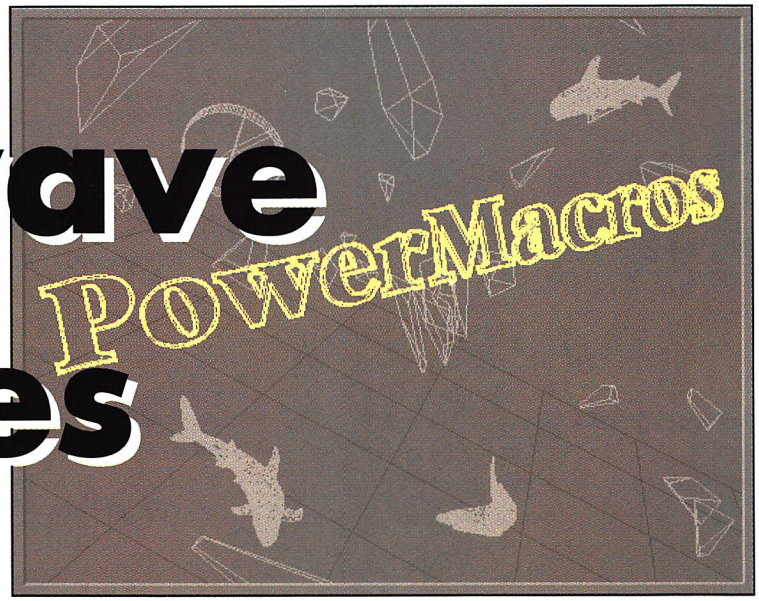


By Jarrod Pudsey

At last, support products are becoming available for us Australian Lightwavers. If you read the American magazines you'll find the ads full of Blah Blah for Lightwave this and that, but what about us? Well, thanks to the increasing popularity of this program, some stores are managing to get the products in. One such place is Computer Affair in Willoughby, NSW, and I was able to get my hands on a bundle to have a look. Some of the packages are really good; and others... well...

Most support products for Lightwave are ARexx driven programs or object and scene files. The first package in the list is PowerMacros. This is just a handful of ARexx scripts which perform specific operations. They work just like the existing macros in the Modeler, and there are a few that are very handy. Some are designed as modelling tools, and others create effects for the Layout. The first three tools are Business Macros.

Chart Legend for some reason creates an object that is a beveled box with a beveled button and the text of your choice written next to it. Ideal for when you need to make a beveled box with a beveled button and the text of your choice next to it. Pie Charts 1 and 2 are quite useful - they make a chart object with up to eight sections based on either percentages or plain data. The macros create 3D pies with all the sections sized accordingly as surface sections or separate objects, depending on which macro you use.

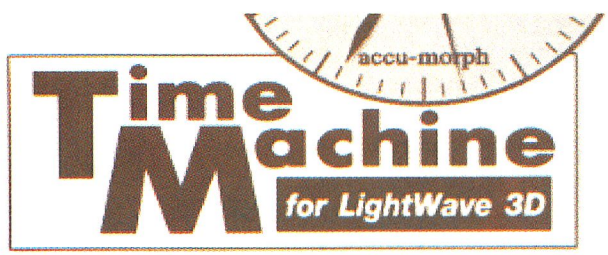
Next, there are six Modeler Macros. The first is Attach To Polygon. This allows an object to be attached to a particular polygon from another object, such as the example used to place a cone onto a specific surface of a sphere. Clone Object & Surfaces makes a definable number of clones of an object, renamed with an appended number, as well as renaming the surface with an appended acceding number so each new surface is independent of the other. In addition, a scene file can also be created which contains the newly cloned objects.

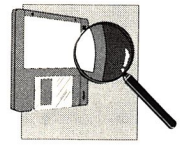
Flip Around Polygon is designed to be used with Attach to Polygon. It rotates an object 180 degrees around a selected polygon from another object, so the cone that was pointing out from the sphere is now pointing inward.

Load From Scene takes all the objects from a scene at their keyframe position 0 and loads them into modeler.

Mirror Using Polygon does exactly that - create a flat plane polygon and place it at a certain position and angle next to an object and it will use that plane as the mirror to create another object.

Save Pivot Point is a very handy macro. When making a hierarchical model, each component





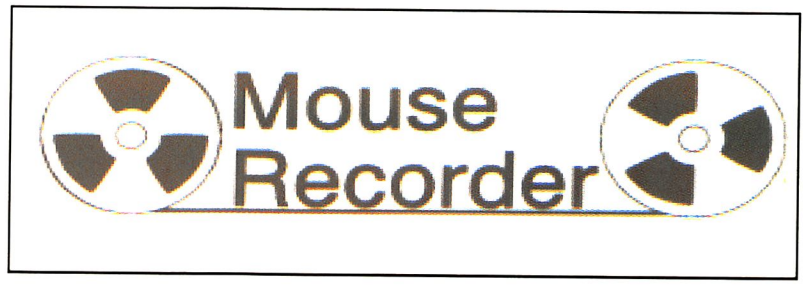
child object must be created and saved in the Modeler with the position of the axis origin in mind, as this becomes the object's pivot point in the Layout. When all these objects are loaded into the Layout however, the pivot points are placed at the axis origin, naturally. What you get is a mass of objects which then need to be moved to their respective positions. If the objects were saved in the correct positions from Modeler, then their pivot points would be incorrect.

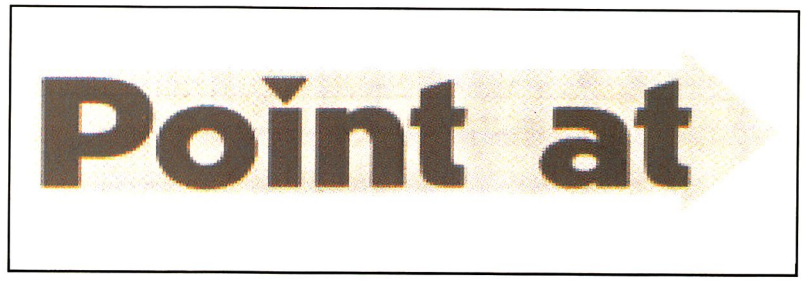
What this macro does is lets you select a point on the object or make a point to act as the pivot point. This object can then be saved and a scene is created with this object in it at its same position from Modeler and its pivot point at the newly designated position. This macro can then be used again and again to add more objects to the scene.

Layout Macros are again run from the Modeler to give five Layout tools. Focal Distance allows an object to act as the focal point of the camera. An object named FDIST has to be added to a scene, and wherever this object is, the camera will focus. The macro asks for this scene and then creates an envelope for the Focal Distance value in the camera menu. The FDIST object can then be removed from the scene.

Movescene is another handy macro. It takes a scene file, along with all its assigned object and image positions, and allows you to define a new position for the scene, objects and images separately. The macro then copies all these files to their new locations and resaves the new scene with all the new assign information. Ideal for moving a working scene to another machine or backing it up.

Render Batch allows up to five scenes to be listed in order and rendered sequentially, with different paths for each set of





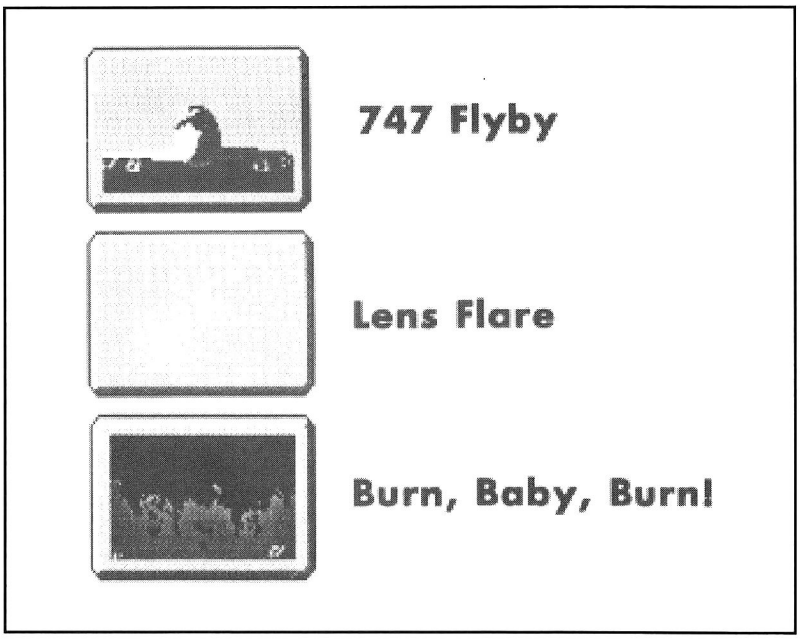
rendered images or framestores. Included is a PAR DONE button which will keep each set of images for each scene separate when sent to a Personal Animation Recorder.

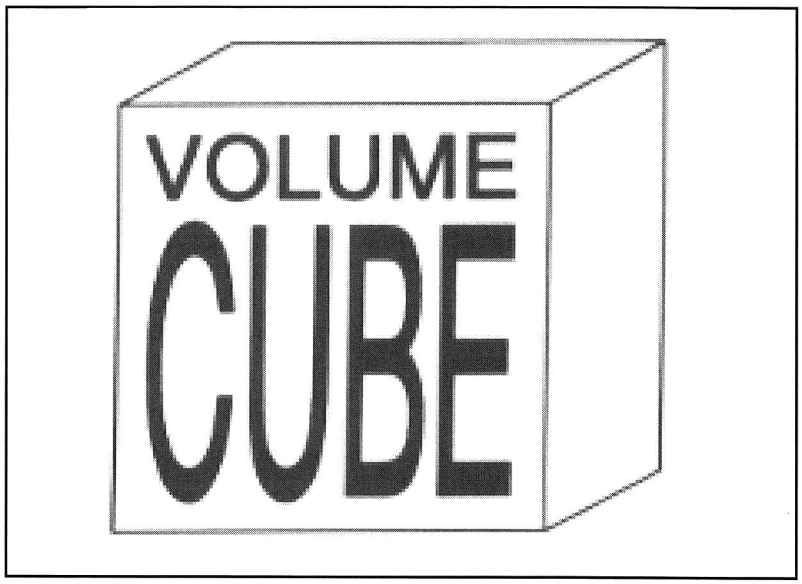
Smooth Velocity takes a motion path and creates a constant velocity for it. At present, rotation information is lost but the added information states that the next version will overcome this.

Snake is cool. It allows a curve to be used as a motion path for an object, and then bones are added to this object so that it literally snakes its way around the path. Now your Real3D friends can stop making fun of you.

The last set are the Energy Macros - Blow Up, Shatter, and Swarm. Shatter takes an object and slices it up into smaller separate objects with a different internal surface if desired. What on earth would you need an object that is all sliced up for? Blow Up! Yes, use this macro to adjust such things as velocity, gravity, rotation, bounce, and explosion height. A scene is then created with all this in mind as well as your Shatter object. So hit Make Preview, sit back and watch the particles explode!

Finally, there's Swarm. Basically, you make a scene with attractor and repeller objects in it. Run the macro, select an object to swarm, the number of these objects to exist, and the animation length. Then adjust parameters like velocity and spline inertia controls and a scene file is created. The starting direction vectors for the objects can be random, the same direction or all can start from a different position. Each following object can be delayed and a relative dissolve per object value can create dissolving tails on the start





object. What you're left with is a scene full of your objects doing their best not to sit still.

PowerMacros is a good utility for Lightwave, but it does have a down side - price. For 17 ARexx scripts, PowerMacros retails at around $160. I am definitely in the wrong business. It runs on Lightwave 3.5 and below.

Swipes

For anyone out there who actually uses a Video Toaster as a Video Toaster and not just a dongle for Lightwave, Swipes may interest you. It's a set of 64 video wipes and effects (or Croutons, I believe they're called) in colour for A4000 based Toaster systems. The effects consist of animated transitions, overlays, alpha channel dissolves and colour transparency effects. It's a pity about that little NTSC thing, because with effects like this available on a PAL video switcher there could be a real market for such a product outside the U.S. Hang on, didn't somebody already try that?

Swipes, from Byrd's Eye Software, is available for around $160.

Sparks

Sparks is just one of those got-to-get-your-hands-on programs for Lightwave. So far I have only been able to skim through it and bite on the tutorials. Once I've had a good enough chew, I'll be back to give a more inside-looking-out perspective. From what I've learned so far, though, I'm wasting valuable time typing here, I want to go and play!

So what is it? Procedural Animation, folks. Basically, you take a particle or an object and fling it, then let nature take its course. Sparks takes care of the nature bit and lets you decide what way you would like your objects to be flung. Of course, you do have control over exactly what kind of nature you live in. You can change things like object or particle numbers, initial directions, velocities and rotations, gravity, wind, gust, flake and swirl velocity.

Sparks works with particles - you know, those neat little things called vertices that Lightwave can use as polygons. It uses these one point polygon objects as a basis to create its particles. Once your environment is set the way you like it, just let your particles free and watch them do their stuff. These particles will move according to the little world that you have set up. If your gravity is zero then they will tend to just float away, as in space. The particles themselves do not collide with each other - they have no collision detection. They can, however, react to a definable ground plane or inside a cube. They also have definable

birthrates and can be recycled back into the environment.

Once your particles are ready, you can simply let them go and watch the results from the Lightwave Layout in the background. If you like it, then save your set up. Because the animation is procedural, no two animations will come out exactly the same, but the particles will behave in a similar fashion. You can also get Lightwave to render each frame as the calculation goes, or substitute the particles for objects - single point polygons or chunks of asteroid if you so desire. This is then saved as a scene file for loading into Layout. Here you can make a preview anim to test your results.

There are several ways to fling your particles. The simplest is to just set an angle for your particles emission. Spherical results in your basic explosion effect.

A narrow angle, or nozzle, pointing upwards with a set birthrate so particles are released one after the other will create a fountain effect. If they are recycled, then once they fall below the velocity threshold they will be thrown back into the nozzle to squirt out again. Trailing causes particles to fly out from a moving point, like a rocket exhaust. Source object allows the points in an object to act as the particle sources. This can be used to make rain dripping off the edge of an umbrella, for example.

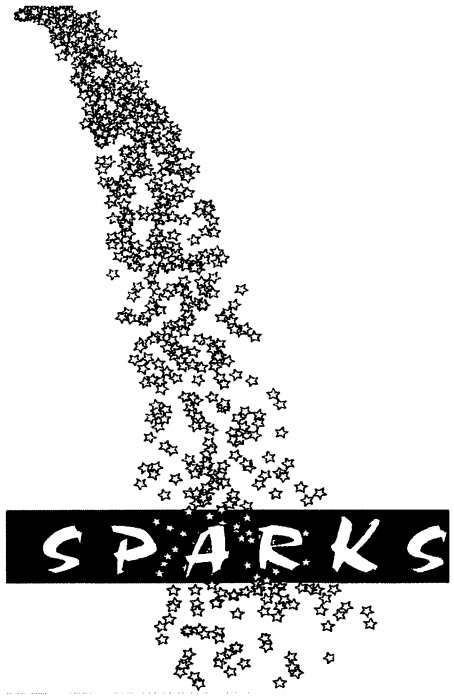
The particles can also have a target object, so each particle can move from a different initial direction towards its target. Streams of particles can also be targeted towards a moving point, just like an anxious Iraqi flak gunner trying to shoot down a stealth bomber.

Fragment takes an object and breaks it up into its component pieces. Flocking takes the path of one object, say a bird or a fish, and then makes multiple copies of that object with similar motion paths. The flock has spring values which determine how the object is held in place with the motion path. If gravity wells are placed in the scene, weaker springed flocks will be pulled away from their paths. Negative gravity wells are good for simulating a flock avoiding an object, like a school of fish dispersing rapidly to avoid a predator. Flock objects can have displacement maps applied to them randomly out of phase, so your fish can all swim along happily.

The amount of variables that are available in determining your scene are too numerous to mention. A Tips and Tricks section is included in the manual to help you create effects like fire and smoke.

Sparks from Metrografx retails for around $200. It is updated for version 3.5. So get out there and start making that fiery, rainy, blizzardy Lightwave animation.

For about an extra $40, two Sparks utilities are available. The first replaces all of one kind of object with another. So you could replace all your fish with birds in one simple step. The second allows you to replace all points in your sparks scene with a light, or parent a light to each object. The light colours can be randomised, and the dissolve envelopes of the objects are used as light and flare envelopes. It even has automatic twinkle creation. These tools,



MultiReplace and Lightning Bug, are available when you buy Sparks.

MotionMaster

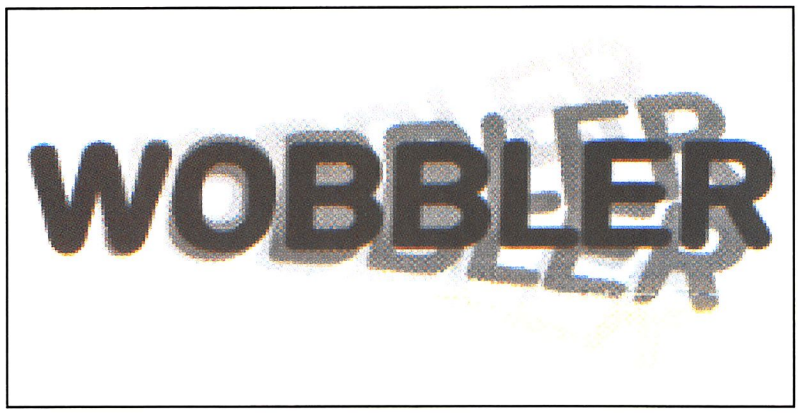
Motionmaster volumes I & II also come from Metrografx, and contain four Lightwave utilities each. Volume one has Time Machine, a time line editor for morph objects and targets to let you do neat morphing tricks like lip syncing. It allows the wave form graph of an audio sample to be displayed as well.

Extract Audio takes the wave form of an audio sample and converts it into a motion file.

Pathflock is basically a flocking tool to create more swarms of birds and fish.

Mouse Recorder takes the movement of your mouse and turns it into a motion path.

Volume two includes Child World 2, a tool for taking a child object in a scene, disconnecting it from its parent, and creating a new scene with the same motion.



Wobbler creates mass and spring effects for your objects. Using it on a bone can make it sway and bend as the others move along.

Point At makes an object target another object.

Finally, Volume Cube sets up an environment for a bunch of objects to bounce around in with constant velocity.

Each package is around US$150, and I'm not sure if anyone here sells them yet.

Objects

Dimension Technologies have brought out several packages of objects for Lightwave consisting of specialised packages for weddings and music themes as well as dinosaurs (the Jurassic Collection) and a large cathedral object. Although these packages are apparently good quality, the one I purchased (Odds and Ends) didn't provide very many decent objects at all, and certainly not value for money. This doesn't mean that the other packages are the same. The Jurassic Collection comes with several detailed dinosaurs and bone structures to boot. On the other hand, Odds and Ends, which contains over 200 objects, has only a handful that couldn't be made in a few minutes. For the beginner these objects would come in handy, but anyone who can make their way around a modeler should give it a miss.

The Odds and Ends object collection from Dimension Technologies retails for around $90.

Lightrom

This product is definitely of good value to the 3D enthusiast who has access to a CD-ROM drive. It's readable from Amiga, Mac, PC, Windows NT or Unix platforms. Included on the disc is a heap of good quality objects duplicated in Lightwave, Imagine, and Sculpt format, as well as additional Geo format objects. The corresponding image maps are also present, as well as scene files for particular objects. Additional images are included in IFF, JPEG, or Targa.

There are bump maps or specialized projection maps - metals, organic, stone and so on. In addition, there are surface attributes for Lightwave, digital elevation map objects, fonts, Video Toaster wipes, a stack of Fred Fish disks (875-1000), and tons of Internet and BBS mail from 1992 through late 1994 on the particular subjects appropriate. Objects include space ships from Star Wars, Star Trek, Babylon 5 and Battlestar Galactica, boats, cars, planes, people and parts, animals, buildings, computers, clocks, trees, furniture, and telephones to name only a few. Each category includes index pictures to help you track down that object, thank goodness.

Lightrom, from Amiga Library Services, is around $99.

In the future, I'll hopefully get hold of one of those motion dynamics programs for Lightwave like DMM or Newton's Laws. It's good to see this stuff becoming more available - who knows, Lightwave 4 may be just around the corner.

❑

CEI's Amiga Strategy

Internet Conference

By Rowan Crawford

It's been six months now since Commodore went into liquidation, and yet there has still been no resolution. The two "high profile" bidders recently have been Commodore UK and CEI (Creative Equipment International).

While Commodore UK (C=UK for short) choose to talk about their plans and thoughts via the European Amiga media, CEI have been taking part in 'net conferences organised by Jason Compton, editor of the online magazine Amiga Report (AR). The first three conferences were on Portal, BIX and Delphi, with a combined total of around 180 people taking part in the questioning. The fourth conference was conducted in the less than ideal settings of IRC (Internet Relay Chat) on the 30th of November.

More than 400 people arrived on IRC for the conference, possibly creating a record for people on one channel. The actual conference was limited to just 200 people, so more than half could not take an active part. However, numerous "echo" channels were created which gave everyone a chance to follow the conversation. The channel itself was moderated - only selected people could speak - and was controlled by Jason-AR (Jason Compton, also the host), and Bewdah. Considering the mayhem that is IRC, the conference went suprisingly well, if a little slow at times.

Excerpts from the the Amiga Report IRC Online Conference with CEI are reprinted with permission from Amiga Report Magazine.

Jason-AR: Alex, do you have any opening words?

Alex-CEI: We are overwhelmed by the response from around the world today. The support has been incredible, our hope is to finalize the deal shortly and bring back the Amiga!

Jason-AR: 1. What is the current status of your bid and the negotiations?

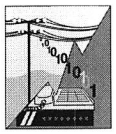
2. Are you making any deals with the UK?

Alex-CEI: CEI is in the final negotiating stages with the trustee. If all goes well, and there are no legal roadblocks, there is a possibility that the contract can be signed early next week. The inventory situation remains murky. Commodore's raw material was moved from the old factory to a warehouse where some product was lost or misplaced. Our goal is to reintroduce the Amiga as soon as possible, so this issue is important. There is also an abundance of legal issues which are being resolved.

As far as the UK status, CEI is willing to work with whatever party to make the Amiga successful. Our plan calls for opening up a new operation in the UK and Germany within the next sixty days. These operations will be staffed by the most competent individuals possible (either old/new Amiga management) and new blood.

Frotz: Why has this taken over 6 months? Can you explain the difficulties so that the skeptical among us understand?

Alex-CEI: First of all, you must remember that Commodore was once a billion dollar company. There were 35 different companies located in over 20 different countries. Each country has its own bankrupcty laws. This has been a legal nightmare. So far, the only



people who have made money have been the lawyers and trustee. The majority of the legal matters have been settled and that's why the actual transfer of property is close at hand. The problem with the Phillipine inventory has also caused the most recent delays. Hopefully, all these issues have been or will be resolved by the end of the week.

The original bids by both C=UK and CEI were based on having access to the machines and components at the Phillipines plant, but several months into the bidding, it was discovered that would not be possible. Having access would have resulted in a much quicker re-introduction of Amiga production, so this loss was quite detrimental to both bids. All interested parties needed to re-evaluate their bid, and find alternate arrangements for components.

Most of the conference revolved around the technical details of CEI's plans for the Amiga, and also largely on CEI's subsequent support for the machine.

Alex made it clear that he is not a programmer, and knows very little about anything technical. CEI appears to have very few finalised plans about future development, preferring instead to wait until they know their bid was successful, and then leave the specifics up to their development team.

Overlord: Will you consider using GLint chips for the Amiga?

LehmanNAV: [GLint is a 3D gfx chip from 3DLabs -Thanks EdS]

Alex-CEI: No, the Commodore engineering team was working on a chip set with superior performance, with a lower cost. This chip was internally referred as a 3d/risc chip set.

Baffy: Amix is not the only Amiga Unix any more, but I feel it could be the best, and thus commercially viable, if development were to be continued immediately. Are there any plans to restart development/support of Amix?

Alex-CEI: Support for Amix is possible. Development on the 68040 processor needs to be finalized. There is no reason why the new company won't support Unix; it's cheap and makes sense.

gabe: What do you think about DSP? And also about 040 for a base CPU for the Amiga (040 1200, 040 CD32), and what about AmigaDOS on a RISC machine? (no Windows NT) One more thing, what about Amiga TCP/IP?

Alex-CEI: First and foremost, DSP is good and necessary but so's the co-development of applications. As the price of the 68040 drops it will make the processor attractive for low end platforms.

The OS needs to migrate to a new processor within the next twelve months. There is no reason why the new Amigas can't be multi-OS machines. AmigaDOS first, and everything else is just the topping on the cake.

peman: Will the next Amiga have the ZorroIII bus, or what bus will be used in future Amigas?

Alex-CEI: The Zorro bus is as important to the Amiga as AmigaDOS. I believe the next generation machine should have the Zorro and the PCI bus. This will enable developers to add products relatively easily.

Timmer: Possibly CBM's biggest mistake was the bungling of AppShell/ AppBuilder. Will you be rekindling this project and/or undertaking a similar new project?

Alex-CEI: I'm afraid that I am not familiar with this project. If it's good, sells Amiga and helps the market, yes.

Tau: [AppShell/AppBuilder is a development tool to help in designing well integrated GUI/ ARexx interfaces, basically.]

Intr: I want to know what's after the 68060? Is it the PowerPC or PA-RISC or something else?

Alex-CEI: IBM/Apple is pushing us towards the PowerPC. We have had talks with HP on the PA-RISC. This is a determination that needs to be made by the new engineering team. Obviously, we want the most powerful Amiga for the least amount of money. Porting the operating system will be a key component to the new processor for the Amiga.

Richie: Q1: Any plans to start production of the A3000 instead of 4000 models and/or 3000 motherboards as upgrades for current A3000 - owners?

Q2: Will you, if you decide to go with the PPC, make the Amiga MkII-series compatible with the new hardware specs for PPC-machines from IBM/Apple/ Motorola?

Alex-CEI: No. The first order of business is to restart production on the A1200, A4000 and A4000T. The ability to offer upgrades is one that will be explored early in the game. The value and loyalty of our existing customer base will not be ignored.

CasBaH: How many people will you have developing new Amigas that have actually developed Amigas or hardware for Amigas before? And how big will the development team be?

Alex-CEI: When we acquire the assets from Commodore, we will be getting 17 engineers. Plans call to increase that number to 103 by the end of the year. We will also be working closely with other manufacturers - for example Ameristar for networking.

Fila: Will you continue to

make and support CD32s?

Alex-CEI: Yes. But I see the future as an Amiga 1200 type machine with a built in CD. We must be realistic that competing with the big boys (Nintendo, Sega) will be extremely difficult. Let's take the advantages of our technology and move them forward. The CD32 is a great unit for interactive kiosk applications. The next machine utilizing the new technology has a better chance against the big boys. Unfortunately, C= lost too much valuable time with the CD32. To bring it back will simply cost too much.

hog: Two downers of a WindowsNT'ized (boo!) Amiga:

1. Will repel loyal Amigoids, who love its close relationship between CPU/custom chips/OS.

2. Will have hard time attracting people who already have NT machines. Alex: what is your opinion?

Alex-CEI: The Amiga is unique due to its OS and custom chips. This does not remove the possibility of running multiple OS's. Remember the Trojan Horse - wait till they see our operating system. Most people would not purchase an Amiga because it will run NT but some would not buy it because it doesn't.

Tau: A two parter from people outside: 1. You mentioned getting old C= employees back. Most of the old dev team is at Scala and 3DO it seems. Do you have plans for co-development with Scala? 2. What is planned for future sound support in Amiga?

Alex-CEI: Co-development with Scala is not out of the question. CEI has an excellent relationship with SCALA. We look forward to working with them in the future. Part two: DSP.

Tau: [Sound is one of the things where even the current OS compliant software is VERY close to hardware. Getting it moved to something else will be quite a challenge. Good luck.]

mickh: How are your plans for porting AmigaOS to a RISC CPU? How fast will applications be available then?

Alex-CEI: Porting the AmigaOS is a large task that we plan to undertake almost immediately. In order to properly implement a port it is important to have developers' co-operation. Our role includes full complete co-developer implementation of the porting. When the ported OS is released applications that fully utilize the OS need to be present.

Axios: Is a CD-ROM unit with CD32 and MPEG support for the A4000 on the list of immediate releases once things get going?

Alex-CEI: YES!

Setok: What will be the price range for the new Amigas? I don't know much about the OS, so does it have memory protection and stuff?

Alex-CEI: There is not a lot of room in the low end Amigas, they were cheap to begin with. The high end Amigas need to be priced more realistically. Our goals are to utilize the original formula that made C= successful in the beginning. The most powerful machine for the least money. The last few years they seemed to have forgotten this.

Jason-AR: Interrupt: This will, of course, involve more high-profile floor scrubber marketing, will it not? [Note: This relates to one of the items in the Commodore US auction, which, like the Commodore Australia ping-pong table, gained a certain notoriety - Ed]

Tachy: Hi Alex, will future releases of the Amiga-OS support memory-protection by MMU like OS/2, UNIX and others? As a programmer, I think we should care about the efficient OS and multitasking of this machine too... what does CEI think about it?

Alex-CEI: Remember, I'm not an engineer or a programmer. I believe that the market expects that all Amigas be equipped with MMUs.

Metalite: Multiple processors, multiple users and multiple screens & keyboards in one machine? Oh and memory protection? In next machines?

Alex-CEI: Sorry, your question is beyond me in this mode.

dmalovic: Will CEI designed Amigas have both chunky and planar modes, and will they remove videoDMA from stopping the processor (dual port video RAM)?

Alex-CEI: Yes, the work to convert is already existing in the CD32. This question is also beyond me, due to its technical nature.

Tau: [AAA would have done both of these. One would expect the same from any possible replacement technology.]

Phalanx: When can we see RTG? It's even more important than RISC.

Alex-CEI: RTG is the top item on our need list. Its time has come.

LehmanNAV: [RTG = Retargetable Graphics, which allows a standard graphics interface no matter what the characteristics of your display device.]

Shades: Will the A1200 keep its current shape as "all-in-one-case" computer, or will it be keyboard/case? And what will be the name of the company?

Alex-CEI: I believe there is room for improvement on the basic Amiga 1200. This does not necessarily mean a redo on the machine, but might mean new models (A1400, A1600, etc.). The

working name is currently Amiga Technologies International. Remember, this is subject to change depending on the legal types.

XmikeX: Alex: any idea when CEI will have an inventory ready for those who've already placed deposits on some offbeat CBM equipment, like a C65 :)?

Alex-CEI: We have taken no deposits on any offbeat Commodore equipment. When the inventory becomes available, we fill orders on first in first out basis.

Timmer: Would you consider contracting out some of the OS work, e.g. the improvement of the GUI? I know that we at Phantom Development have already done a lot of ground work in this area.

Alex-CEI: Yes. We welcome the opportunity to work with developers to move our plans ahead.

dracon: The Amiga has always been a great sounding machine since the A500. What ideas have CEI got for the enhancement of the Amiga's sound capabilities? 16 bit audio, inbuilt MIDI support?

Alex-CEI: Again, DSP is instrumental (pun intended) to move the Amiga in the sound theater.

Few surprises there, with the "ideal" machine being CEI's base plan. No mention of how long it would be before we see the next generation Amiga, but you can be certain it won't be for at least 12 months. The upside is that between now and then, we would see variations of the current systems, at more competitive prices. CEI feel confident that these machines could compete in the market until the next generation is available.

In terms of ongoing support, CEI seem to be very keen to avoid the mistakes made by Commodore International. The many facets of marketing and pushing the Amiga into niche areas was something that Commodore International never explored enough, so it's some relief to see that CEI can see the obvious benefits of good support in these areas.

Frotz: Alex - how do you plan on providing educational support? The university I work for is considering closing its Amiga lab.

Alex-CEI: Educational support is very important to the new Amiga. Our plan calls for a comprehensive support staff exclusively for education. Additionally, special pricing and special configurations for education should make the Amiga quite attractive for all schools. We are currently working on a plan that provides a less expensive solution for students than any currently available.

Phalanx: How much of the marketing budget would go into pan-Europe? Alex_CEI: The marketing budget is dependent on a number of factors, that include the size of the market. I realize that a number of individuals in Europe are afraid CEI will ignore their market. This is not the case. I fully understand the popularity of the Amiga and the amount of marketing support which it needs in Europe. In order to run a profitable company, we must capitalize on the strengths of all the markets. Marketing in Europe will be directed to the consumer market and the developing video market, while in North America the main emphasis will be on the professional multimedia markets.

Kati-AR: Two parter: 1. You mentioned education. Where will the educational software come from? The most popular titles out now are on CD and aren't available for the Amiga.

2. Will future versions of Workbench look more "slick"? Many people now use hacks and new icon packages to make their desktops more attractive.

Alex-CEI: Part one - the biggest boost to educational software is to get more computers in the field. The easiest way to do this is through special models and pricing. As the Amiga is the first multimedia computer it makes no sense why every Amiga doesn't come with a CD-ROM drive built in. Using a multiple OS machine also makes sense. We have a very long list of cosmetic improvements for Workbench.

Bewdah: Sorry to interrupt, but what about including a better text editor, paint program, term program, etc a la IBM OS's? Ed really stinks.

Alex-CEI: ABSOLUTELY. What about a terminal program to communicate with Internet? The possibilities are boundless. I fully realize that our look and feel needs to be more professional and "zappier".

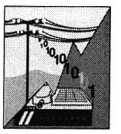
Tau: [Commodore used to have Internet software; Bundling AS225 shouldn't be out of the question even today]

LehmanNAV: [AS225 is too complex]

Laire: [a stable AMosaic would be a good start]

Alex-CEI: We need a communication package that's user friendly. It's important to remember that there's a possiblity that the Amiga might be the first computer a customer has purchased. Ease of use is extremely important. We would like to provide a complete, out of the box solution for both the home and the business. There is no reason that home Amigas can't have communication capabilities already built in from the factory.

AlexG: Alex: Is there a possibility that you will look into entering the Mexican or Latin-American market, which is growing rapidly?



Alex-CEI: The Mexican market has always been strong for Amiga, amiga ;-)

DanF: What does CEI plan to do to support Amiga user groups?

Alex-CEI: Discount programs, promotional materials, regional demonstrations, loan support programs, etc.

-lisa-: It seems that now that market is in its mature phase, marketing will be critical, especially as the big boys excercise hold-and-maintain strategies. How will you fight this? Also 1) will the Amiga ever make it back into mass merchants and 2) would you like a fresh outta grad school MBA for your Marketing Department?

Alex-CEI: Another two parter, I see. First, the Amiga is still, even today, viable against the big boys of the computer market. There is no one that makes a personal home computer that can do what the 1200 does and sells for that amount. If we concentrate on the markets which the Amiga can win hands down, there is no reason why we can't repeat the formula of the Commodore 64. By moving forward with the new technologies that Commodore posseses, we can play a significant role in new developing markets (Set-top boxes, interactive display stations, etc.).

As for the second part, our marketing has to be controlled by creative (read "unusual") people. We simply need the best people (PERIOD).

Camelot: What are your plans for Europe? In prior conferences you have mainly talked about the US. Do you have enough funds to market properly in Europe also? 2. Are you planning to hire the former C= employees back (e.g. Dave Haynie)? Also, with the rehiring of C= employees, would you consider AAA? As far as I know, the plans for RISC are based on the opinions of 17 engineers, who do not know AAA?

Alex-CEI: Once again, Europe is extremely important! C= sold 85% of their computers in Europe. We will devote whatever resources are necessary to make the European market flourish. There are a number of ex-Commodore employees who have offered their services once the acquisition is complete. Of course, we are thrilled to build a new Amiga team utilizing some of the old players.

HarvL: Re: upcoming trade shows. VTU/Calif next month and CES/Vegas Jan '95. What are CEI's plans to be at and/or display at either of these shows? Specifically, CES would make a great venue to "relaunch" the Amiga?

Alex-CEI: Time constraints are critical. Once we've wrapped up the purchase of the Commodore assets we will immediately begin an extremely aggressive show schedule. But to start prematurely does not make sense. I will be attending a number of shows in the next few weeks to meet privately with developers and supporters.

Xed: The Amiga used to be big down here in Australia until Commodore screwed all the distributors. Are there any plans to re-start Commodore Australia and rebuild the userbase down here? I know plenty of people who really don't want to sell their Amiga (me included).

Alex-CEI: Yes, we are having conversations with a number of key players in the Australian market. Our immediate plans do not call for opening an office, but working closely with allies.

oleg: Mr Amor, many people have said that Amiga is dead technology, limited by its custom chips. Why spend money on it?

Alex-CEI: There are over 400 users here with us at this time. Orders for thousands of computers are being submitted. The Amiga OS can do things that Windows never even dreams of at a cost no one can match. The prices of used Amigas have skyrocketed. Do you really think the Amiga is dead?

Marrs: C= only had a developers program which cost a lot of money. Do you plan on a "cheap" support program for PD/ Shareware authors who just want the documentation on the latest OS?

Alex-CEI: Yes, the developers are an integral part of making the Amiga succesful. Many developers are small companies working out of their homes. We fully realize that all individuals need to be updated with the latest information.

LehmanNAV: Don't you get the feeling that this whole thing could possibly be too little too late? Especially in the shaking up of the market which begun this summer, and probably won't end for a couple years? All of the companies in the industry have become highly competitive, and the market tends to polarize around the "winning" (not necessarily the best) standard(s). Do you really think CEI is equipped to cope with this enormous threat?

Alex-CEI: YES! Our intent is not to compete directly with the IBMs and Compaqs of the world. The market is fragmenting and customers are being wiser when shopping for products. The Amiga can do a lot more for a lot less. No, I don't expect miracles, but the ability to viably compete in the market is more than just an opportunity.

Sysinfo: 3 Questions: 1) How will developer support under CEI differ from the former C=? 2) will CEI do what it takes to get the support from SAS (SAS/C) back? 3) And last, what is CEI betting

on, AAA or the so called "HOMBRE" project?

Alex-CEI: CEI will work closely with developers. This includes joint ventures and joint marketing programs. Sharing a common bus with graphics, not located in the motherboard, will allow greater flexibility.

Richie: Q1: How will you support dedicated Amiga dealerships in favour of mail-order multiplatform houses to enhance the image and strength of the Amiga?

Q2: Have you considered buying SC from SAS and developing it yourselves?

Alex-CEI: Strict market controls need to be implemented. The Amiga is not a PC clone and should not be treated like one.

The profitable survival of the dealership is crucial to selling a specialized product like the Amiga. We have not considered the purchase of SC at this time.

Lomby: Hello Alex, what kind of support do you plan to give in foreign countries (private resellers, subsidiaries...)?

Alex-CEI: Major centers of operations will be UK, Germany, Canada and the US initially. Expansion into Norway and Italy is possible. Our goals are to work with partners in the remainder of the world to fulfill the market needs.

PreSSo: When will massive multiprocessing be supported in AmigaOS and on which CPU? Also, where can users send their ideas on improvements for the Amiga? (an email would do)

Alex-CEI: The first question is way too technical to be addressed by me in this medium. We are happy to take suggestions by regular mail to the following address:

CEI
5555 West Flagler Street
Miami, FL 33134
USA
Att: Amiga Suggestions

Once we have accomplished the acquisition we will publish the E-mail address.

Or send your suggestions to "JASON@floorscrubber.com". He will forward them to us on a timely matter.

Jason-AR: No, no, it's jcompton@bbs.xnet.com, but that's an excellent name for when I get a site running... :)

Tinea: Are you negotiating with Microsoft or Lotus about porting Word or AmiPro? (Final Writer still doesn't cut it, IMHO)

Alex-CEI: We are talking to a number of different players in both the hardware and software industry. At this time I am not liberty to give out any specifics. If we can introduce a multi-OS machine, this would by default give the Amiga users a broader base of programs.

MrGandalf: You mentioned cosmetic enhancements with the OS, what type of enhancements might you mean?

Alex-CEI: We have taken a close look at the SGI, Windows, etc. They look and feel more professional then our beloved Amiga.

Tau: [give me GEOS-C64 rather than Windoze, please ;)]

Bewdah: Alex. Any chance of EVER seeing the A3000? And did you enjoy this enough to want to do another IRC conference? ;)

Alex-CEI: I believe you will see a machine that will have all the capabilities of the A3000 and more. I have enjoyed the opportunity to be with you this afternoon. Hopefully, next time we can report that we are moving forward with the Amiga instead of just talking about it!

Jason-AR: Many people have expressed interest in working for the new company. What do you suggest they do at this point? What sort of presence, realistically, could you have at this Winter CES? I would think that by now, it's too late to get table space.

Alex-CEI: We need everyone's help in order to be successful. The one big difference is CEI is willing to listen where C= did not. Let us know. CES is out of the question at this point.

Jason-AR: Thanks to Alex Amor, president of CEI, for taking the time to be here today. Thanks to the over 400 people who showed up, either actively or in a listening mode, for the conference. Thanks to the channel operators for looking imposing, and thanks to Bewdah for doing the grunt work of maintaining the list and handing out voice. His help was invaluable.

Alex-CEI: Thank you all for attending. I would like to give a special thanks to the moderators and all who have assisted in setting up this conference! ;-)

So now we await an outcome. Both CEI and C=UK have similar plans, although C=UK have stated that they plan to concentrate on just the European market until they have a strong foothold, and haven't said anything much since the November 4th date for finalisation of their bid came and went without a whisper. CEI, being based in America, have a more general plan which seems to include Australia in some small way.

Either way, a strong backing from the existing Amiga community will be essential if they are to survive the first year. They'll have my support.

❑

Magic Lantern Version 2

By Patrick Kirsch

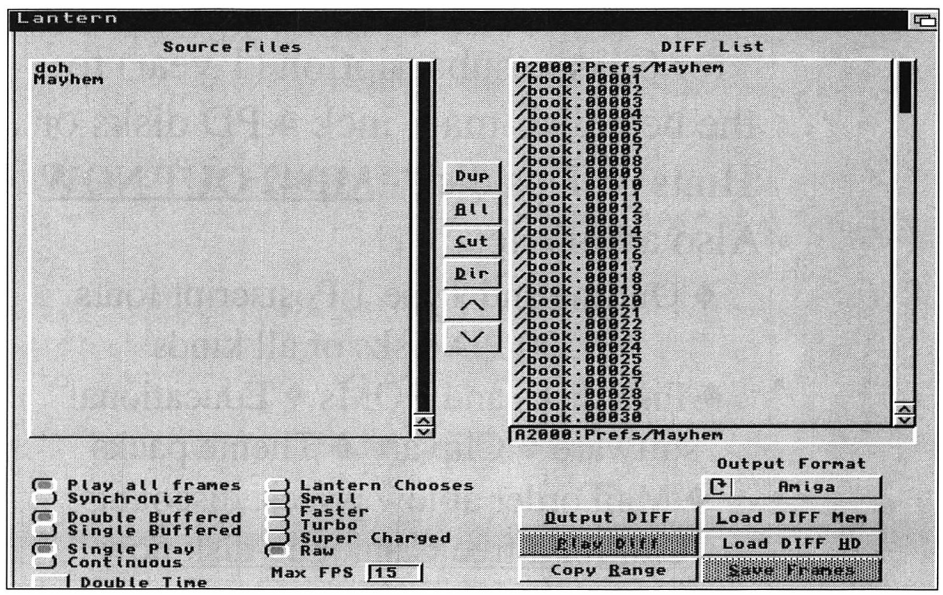
Magic Lantern is a proprietary animation format for the Amiga. It can compile anims from a sequence of IFFs and play the resulting anim on a number of frame buffers as well as the Amiga native modes such as HAM8.

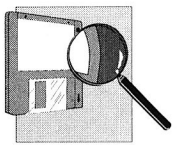
There are already several Amiga animation formats. Starting with an AGA Amiga, you have the options of HAM8 or 256 colour animation in ANIM5, 7 or 8, or clariSSA's Super Smooth Animation format in the same palette depths. Add an Opalvision card and you also have OpalAnimate in 8, 12, 15 or 24 bit modes, low res non-interlaced. If you have a Retina, Retina Z3, Picasso II, GDA, EGS or Spectrum card, or an Opalvision or a stock AGA machine, Magic Lantern offers true colour animation in a variety of screen modes. Since I didn't have access to any of the above except for Opalvision for this review, I'll only deal with Amiga native formats and Opalvision formats.

Magic Lantern differs from any other anim format in that it can interleave audio with video and force a fixed frame rate in order to keep the audio synchronised. This is similar to the Quicktime and Video for Windows formats on the Mac and PC, which are the basis for the growth of "interactive multimedia". Other advantages Lantern has over Opalanimate are the ability to modify and edit existing animation files (called DIFFs) and its interface, which is much clearer than Opalanimate's.

All of this I determined before even installing the software, and I was quite excited to see if Magic Lantern could live up to expectations. Despite its numerous shortcomings, I use Opalanimate extensively for previewing animations, so any improvement would be welcome.

After installation, I followed the simple tutorial by loading the demo HAM diff, which then refused to play until I changed the Amiga screen mode to 320x512 HAM. I thought it odd that the program could not autodetect the correct screen mode, so I tried the stand alone player included with Magic Lantern. Nothing I did would make it play the animation. I proceeded to decompress the animation into source HAM pics and recompile the animation for Amiga playback. There's a bewildering array of parameters to set up relating to double buffering, compression type and screen mode. My first attempt also refused to play back at all until I set





the screen mode to match that of the source frames. In fact, Lantern performs no image processing of any kind, either image size or bit plane depth. In other words, HAM in, HAM out. The interleaved audio is definitely the most appealing aspect of Magic Lantern, and appeared to work well in the demo diff, but Lantern refused to work with any IFF audio files I tried, telling me the audio files were corrupt, when they clearly were not.

Things just got worse from this point. I moved on to testing Lantern with Opalvision. A sequence of 320x240 Lightwave pics compiled into a 15 bit Opal anim in about 10 minutes. The resultant anim played back on a 40MHz 68040 A4000 at 25 frames per second. The same sequence took about the same time to compile with Lantern but the result was far from acceptable. Playback was slow and jerky, with a strange halo around moving areas on screen. This was due to the failure of the anim to compress as double buffered, despite all the correct settings. No other settings I tried could resolve the problem.

So I am left with a difficult conclusion: I don't like to write off a program like Magic Lantern just because I couldn't get it to work. If anyone else has had better luck with it using other display cards please let me know. My recommendation, however, is give it a miss. If you are looking for a easily distributable, cross platform digital audio/video format, the clear solution is MPEG, particularly for CDROM development. MPEG should slowly replace Quicktime and Video for Windows as the playback hardware gets cheaper, although software only playback is possible today with a fast machine.

The go for the Amiga is the new Scala MD100 MPEG decoder card and encoder software, which of course also require Scala MM300. It handles 352x288 MPEG, which it can interpolate to 704x576 24 bit at 25 frames per second. Some months ago I also saw an MPEG playback card from Germany called the Peggy, which lacked any English documentation so I was unable to test it properly, but since you don't need Scala for the Peggy it costs less. The MD100 is around $1400 plus Scala MM300, the Peggy should be around $800, and Magic Lantern is $140. You pays your money, you takes your choice.

For more information, contact Peripheral World on (03) 725 3233.

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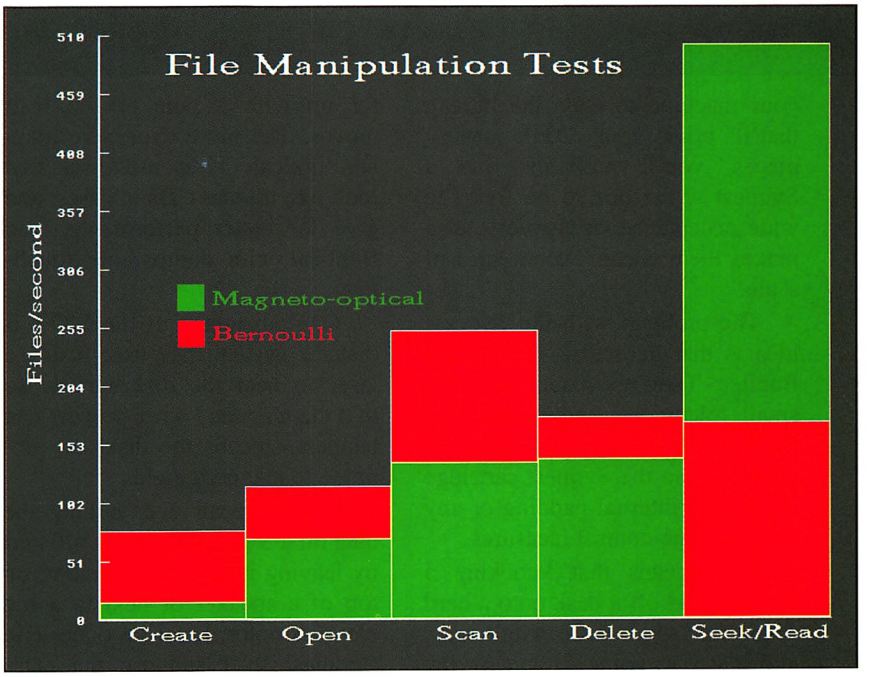
Removable Drive Shootout II

(the saga continues)

By Daniel Rutter



It's been more than a year since I reviewed the Bernoulli 150Mb removable disk drive. As with every facet of computing, everything gets bigger, faster and cheaper as time goes by, and now you can buy a 230Mb Bernoulli drive for less than the 150Mb cost a year ago.

Magnetic and magneto-optical competitors to the Bernoulli format have made similar strides, and now you can get a Fujitsu DynaMO 3.5 inch drive at a price which, in the long term, beats the Bernoulli in dollars per megabyte. It costs considerably more at first, though.

Price, though, is only one factor. What about speed, reliability, convenience and impress-your-friends design funkiness? This comparison aims to tell you everything you need to know to decide which (if either) of the two gadgets is for you.

Huh?

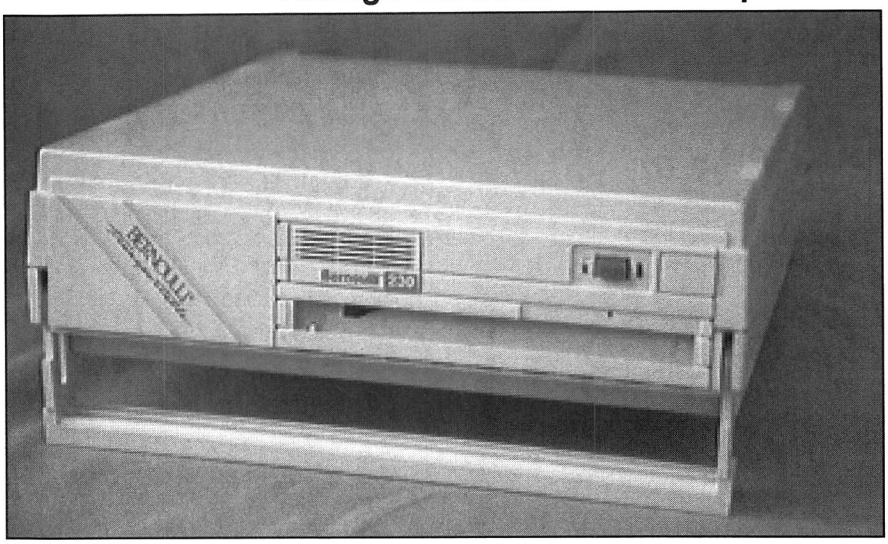
A brief explanation, for people who missed the last review, or just don't remember things too well. What we're talking about here is high speed, large capacity removable disk drives. We are not talking tape drives, which are cheap but minimally useful for anything but backups (you can get file systems that let you use a tape drive as a regular random access device, but anyone who's used an antique computer with a cassette drive will know why this is a crummy idea).

Removable hard drives are useful for backups, transferring large files between machines, and general storage of data that isn't needed often enough to justify putting it on the built in hard drive. Here at Amiga Review we regularly put generous chunks of magazine on Syquest 44Mb carts (old and ugly but universally accepted) for transfer to the place that turns files into film; modem transfers are all very well, but not for a 40Mb cover file.

There are several philosophies in removable drive technology. The most straightforward is that used by the Syquest drives - a hard disk platter in a removable plastic cartridge.

Syquests have an edge in that they've got huge market penetration and have become a de facto standard, so if you're looking for a general format to shift files from

Iomega Bernoulli 230 Transportable



your machine to, say, the bureau that'll print your DTP masterpieces, you'll probably find a Syquest is the one to go for. The wide acceptance of Syquests also makes them cheap - economies of scale.

The problem with the Syquest idea is that hard disk platters are fragile. They're made to very small tolerances, and if anything touches the surface it's likely to wreck it - so the Syquest cartridge can't have internal padding or any such damage-control measures.

This means that knocking a Syquest cart off a desk onto a hard floor can spoil your whole day, and if you're going to be carrying them from place to place regularly you WILL, eventually, smash a cart. On the plus side, you can get an old external 44Mb Syquest with a cartridge for less than $150 - we got one for $100. Good luck getting the crusty old critter to work consistently, though.

At the other extreme is the floptical drive, which uses 3.5 inch disks that look much like regular floppies and has an optical control track on the disk that lets it pack data much more densely - 20Mb per disk. The floptical disks are almost as tough as regular floppies, but you have to line the data transfer up with a pole to see if it moves. The more expensive magneto-optical drives use disks that look like mutant CDs in cases, and give far better performance than floptical with comparable toughness.

One advantage of the MO's is that the system they use - using a laser to heat the disk surface so that the magnetic write process can happen - means the disks are immune to magnetic fields.

I can't recall ever nuking the data on a Syquest or Bernoulli cart by leaving it next to a monitor, on top of a speaker or next to a big electric motor, but I've done it to floppies, so I suppose the extra data security's nice to have. Another Bernoulli selling point, though, is that they use a very high magnetic flux density overhead residual windchill factor, or something, and are hence supposed to be extremely resistant to magnetic corruption anyway.

The Bernoulli system uses flexible, floppy-style disks that are kept close to their high density read/write head by the centrifugal force of their high rotation speed. The head itself tracks back and forth on rails like a floppy drive's head - it's not a bouncy tone-arm type arrangement as in hard drives and Syquests.

Bump the drive and the disk falls away from the head; it is functionally impossible to bump an error onto a Bernoulli disk without a rubber mallet and a generous runup. Iomega's confidence in the drives' toughness is reflected in the warranty - it's still five years on the disks, but now it's five years on the drive, too, instead of two. Bernoullis do not go wrong. Full stop.

Looks

Physically, the new Bernoulli looks almost exactly the same. The badge on the little removable front plate is different, and the chunky 5.25" disks have a different sticker (which now features an "insert to this line" mark to remind the dim of wit that Bernoulli carts don't go right into the drive). The Transportable I reviewed had exactly the same box as the old 150; SCSI address selector, dual 50 way Centronics connectors, termination switch, nifty pop-out handle/stand.

The 230 is not called "Multidisk" like its predecessor. This is because it's only compatible with 230, 150 and 90Mb cartridges, not the older 105, 65, 44 and 35Mb carts that nobody much uses any more. I'm not weeping over this.

The Fujitsu DynaMO 230 external model comes in a much smaller case than the Bernoulli. This is partly because it's a 3.5" package, and partly because it doesn't have a built in power supply. On the plus side, this makes it neat and easy to fit on your desk; on the minus side, it means moving it around means you have to grab the power supply as well.

Other side-effects of the MO's small case are the dinky slide switch on the back to turn it on, the somewhat fiddly address/status DIP switches instead of the Bernoulli's nice address selector and termination switch and the sin-

gle 50 way Centronics connector. The single connector means the box has to go on the end of your SCSI chain, or you have to get a Y-adaptor.

The MO disks look like thicker 3.5" disks, with the read/write tab where you'd expect it. Sliding back the metal door reveals a baby CD, with interesting index markers (or something) spaced identically on concentric rings, which gives the MO a conclusive win in the Buck Rogers department.

The drive eats the disk in conventional fashion, with a neat dual-shutter design that stops dust getting in (there's a single shutter version too). The MO has a power eject feature - with the Bernoulli, you just press the button, wait for the click and then yank out the cart.

As with the Bernoulli, you can stand the Fujitsu drive on its side if you like, and like the Bernoulli there's a plastic stand included for the purpose.

Setup

AS before, getting the Bernoulli running was a simple matter of setting address and termination and partitioning the carts to your taste. You can get them Amiga formatted and ready to go, but I want all my Bernoulli carts to be called 5: to match my four other partitions, so the prep program was rolled out. Easy as pie.

The MO was a little more challenging. It was originally set up on an IBM compatible machine, and when I transferred it to the Amiga the computer insisted it wasn't a disk. After expending about 40 per cent of my weekly profanity allowance, I discovered that DIP switch 4 is the one to flick, kids. After that, I just had to partition and format a disk for the Amiga (the carts only come in IBM or Mac format), which took longer than formatting a Bernoulli but not an age - certainly less time than low level formatting a 20Mb floptical!

Vroom!

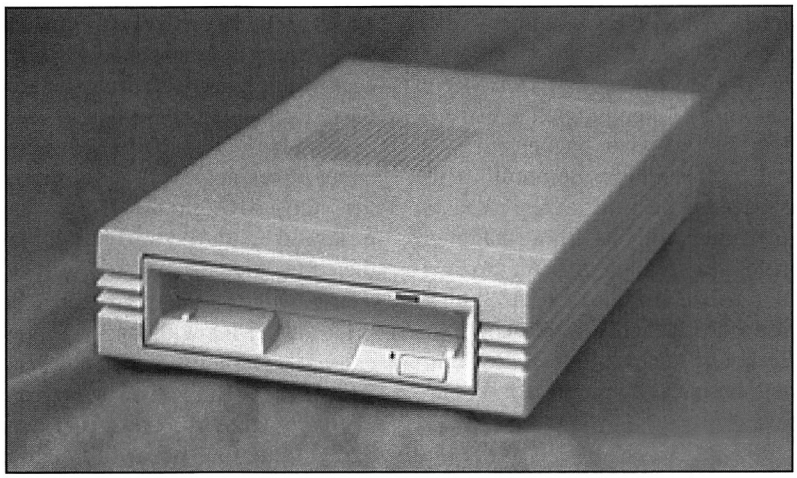
In the speed department, the new Bernoulli was nothing to write home about. When tested with Diskspeed 4.2 with a 150Mb cartridge in each drive, the old drive was more than twice as fast at creating files. The new drive was a tad slower on file opens, scans and deletes, too, and was also humiliated by a factor of two or more in the file create and write data transfer speeds. File reads were better, thanks to the new, larger onboard cache, but the 230 still lost overall. This behaviour is reminiscent of the 150 when fed a 90Mb cart - it works, but slowly.

With a 230Mb cartridge, the 230 was, overall, the equal of the 150. No quantum leaps have been made here. The documentation boasts a 20% transfer increase over the 150; it didn't show on the GVP Series II controller I tested. When I gave the drive a punt on an A3000 SCSI controller, it got around a 40% faster score on data transfer. Remember that there are lies, damned lies, statistics and benchmarks; your mileage may vary. The moral of the speed tests is simple. If you're using a 230 for speed critical applications, like animation playback or heavy duty audio recording, use a 230Mb cart. Otherwise, it doesn't really matter, since even with a 150Mb cart the 230's tolerably quick. My slavering monster 1Gb DEC hard drive beats it handily on everything except file deletions, but I'm not about to handle the DEC with anything other than kid gloves.

As the accompanying graphs show, the MO lost out in the speed stakes, as you'd expect it to. While it's got a better cache built in (check out the seek/read test), MO write operations require three passes - an erase pass, a write pass and a verify pass. You can turn off the verify, but only if you feel lucky. Reading only takes one pass, but as the graphs show the bigger physical size of the Bernoulli didn't slow it. The MO was quite tolerable to use. You'd only quibble about the speed difference if you were crazy to record multi-track audio, or play big animations. But, for the record, the Bernoulli is conclusively faster.

Toughness

Both drives have hairier chests than any Syquest, but the Bernoulli wins. Five years warranty on drive and disk, a mechanism that can work while you're shaking the drive like a maraca and carts which are rated for an eight foot



Fujitsu DynaMO 230

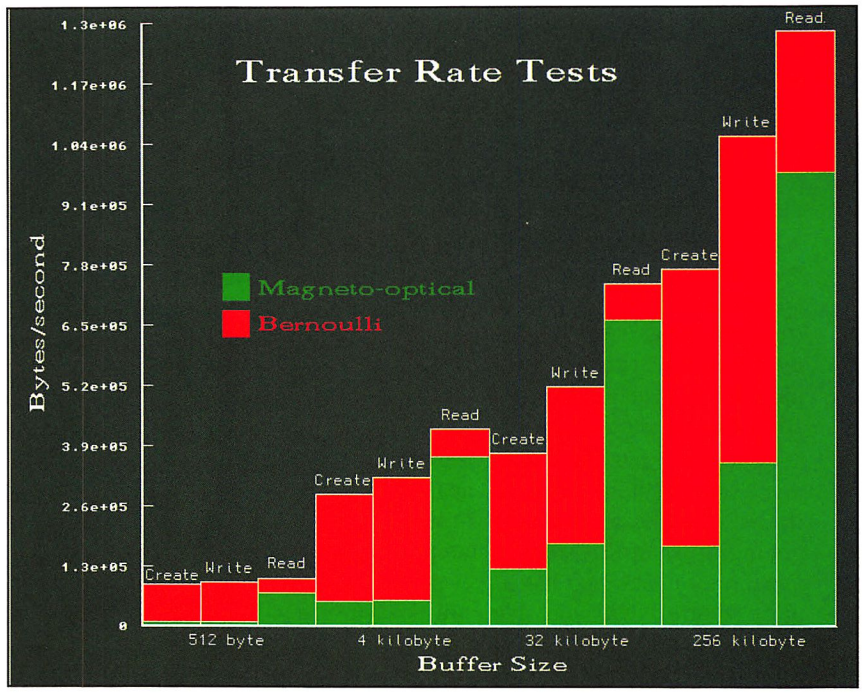
drop onto concrete.

The MO is only rated for a 2G operating shock (translation - not a lot) or 0.3G vibration. It also doesn't work if it's more than 15 degrees off from the horizontal, according to the docs. This doesn't mean that whacking the MO while it's working will destroy your disk, or even create a disk error, but it will interrupt data flow. To most people this isn't a major consideration, but if you're playing a demo animation in front of Important Client and some stumblebum elbows your drive and I.C. gets to see "Volume MO1: has a checksum error..." - you get the picture.

The MO documentation also warns not to move the drive with a disk in, or move it after manually ejecting a disk when the heads are still in the operating position. I regularly toss my Bernoulli around with a disk in, and it'd be easy to forget the caution since the MO drive doesn't leave any disk sticking out to remind you.

The only thing the MO has over the Bernoulli in the resilience department is its superior magnetic stability. If you work in an environment where floppies develop mystery faults all the time, bear this in mind, but given the Iomega claims about the magnetic resilience of their media, it could be a moot point.

Realistically, I don't know how much genuine abuse either drive can take. I don't know if the MO drive kills its carts if you leave them in and then juggle the drive; I don't know what happens if you spill coffee into a Bernoulli. This is because beating review product to death with a claw hammer makes it really difficult to get more review product in the future. Sorry about that. But on paper, the Bernoulli's way tougher. Remember, both eat Syquests for breakfast.



The bottom line

Pricewise, Bernoullis are now rather attractive. A Transportable 230 with one cart is $1150. $1050 for the internal with one cart. You can get a Dual 230 (two drives, one box) for $2100, and 230Mb carts are $250. The cart price is only a little more than that of the 150s, which, again, echoes the situation a year ago when 90Mb carts actually cost MORE than 150s thanks to the usual corporate quagmire of production, stockpiles, retooling and incentive pricing.

The cheapest price you can get a DynaMO for is $1350, but that gets you an internal model with no cart. Nothing but the drive. To get the external drive with one cart costs $1697 retail from Fujitsu; street prices may well be lower. So far the MO looks somewhat turkey-like, until you realise that the carts only cost $79.

So let's do the math. For the price of a MO with one cart you can get a Bernoulli with three, and $47 change. But if you want, say, six carts, the MO will cost you $2092 and the Bernoulli a cool $2400. You can probably get a discount on bulk cart purchases for the Bernoulli, but then you can probably get the MO cheaper too.

So weigh it up. If your only criterion is price, run with the herd and get a bargain Syquest. Treat it with respect and it'll last. But if you're carrying the disk around a lot, or using them for important backups, you don't want a Syquest unless you're forced to use one.

In the long term the MO will cost you less, but the Bernoulli's faster and scores more Rambo points. Both are quite affordable, when you take into account what this sort of storage cost a few years ago.

The clincher for my last Bernoulli review was that I liked it so much that I bought one; consider this a repeat. The big black disks get my vote.

Many thanks to Digipic Productions ((02) 948 2766) for the Bernoulli, and to Fujitsu (02) 410 4555 for the MO.

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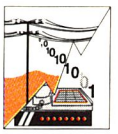


Your Amiga:

The ultimate Net surfboard

By Robert Atkins

I was explaining to a friend the other day about how I was using my Amiga to access the Internet. "Your Amiga? I thought the Internet was only IBM/Mac compatible!"

When I recovered from my fit of hilarity, I explained the following to him:

The Internet started many years ago as a project of the American Department of Defense. The scientists wanted a way to share with colleagues at different places all around the country their information and latest research about the best ways to blow people up. So they came up with ARPANET. The clever thing about ARPANET was that there was no "central" node... if one computer was down, the network could always find another way to route information around so it could get where it needed to go. This meant that the Reds couldn't simply bomb the main file server and bring the network to its knees.

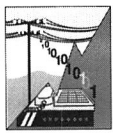
So in the beginning, what was to become the Internet was made up of those huge room-size computers you see in movies, running operating systems with names like TOPS-10 and TWENEX. Gradually computers got smaller and operating systems got better. And then, about 30 years ago now, came UNIX.

The protocols that allow all the computers "on the net" to talk to each other go by the relatively unpoetic name of TCP/IP. UNIX has TCP/IP built in and thus most of the nitty gritty work involved with the mechanics of the Internet is done by UNIX machines.

UNIX is one hell of an operating system. You can get a version for the Amiga, NetBSD, which takes roughly ONE HUNDRED MEGABYTES of hard disk space to install - and doesn't work at all unbless you've got at least a full 68030 with Memory Management Unit.

UNIX is user spiteful. It relies almost totally on a case sensitive command line interface for input. The names of the commands are non-obvious (try and guess what "grep" does). However, a UNIX system can have one hundred users multitasking one hundred programs each and rarely ever have a fatal crash. After a while you get used to the case sensitivity and learn the names of the more common commands. As UNIX is a Real Operating System (tm), you can have filenames of arbitrary length, shell aliases and scripts and as I said, proper pre-emptive multitasking... sound familiar?

Yes, that's right. AmigaDOS is the closest thing to UNIX that you can get on a home computer without actually having it (Linux IS UNIX on a home computer, but you can only get Linux for IBM compatibles). This gives the Amiga a huge headstart when it comes to speeding up the ramp onto the information superhighway.



Note - using the term "information superhighway" these days instantly identifies you as either a wannabe cyberpunk (using the word cyberpunk in the same sentence is even worse) or a technically illiterate journalist. Infobahn is better, but if you're really cool, you call it the "I-way".

So what do I need to connect, then?

Firstly and most obviously, you need an account on a computer that has an existing connection to the Internet. I am at university so I am lucky enough to have an account I don't need to pay for (HECS fees aside). The most common form of account is a simple UNIX shell account. You start your comms program (I use the excellent Term 4.1), dial in, type your login name and password and are presented with a "message of the day" and a prompt ("%", "$" or similar).

Your Amiga is now acting as a dumb terminal, connected to the bigger machine which is in turn connected to the Internet. Anything you download (more on that later) will go to your account on the UNIX machine. To get files to your own machine you must do a transfer with "sz" - type in "sz ‹ filename› " and the remote machine will initiate a Zmodem transfer, which your terminal program should respond to automatically.

This is the most basic way of getting your Amiga onto the 'net. However it is also the lousiest, as all your machine is really doing is providing a screen for the host UNIX machine. To transfer a file, you need to first download it to your account and then sz it to your own machine. There is no software actually running on your Amiga except for the terminal program, so you may as well be using a cruddy old PC. There has to be a better way.

And there is. It's called Serial Line Internet Protocol. With SLIP, your Amiga is directly connected to the Internet. Your machine gets its own Internet address (and underlying IP number), meaning you can set your Amiga up as an ftp server, a Multi User Dungeon, a World Wide Web server or offer Internet connections to other people (number of modems permitting). SLIP is a little hard to procure if you're a university student, however. It's hard enough to get even if you're an academic and if you are using a service provider for your Internet access it's a pretty sure bet that you'll pay extra for SLIP. I am not lucky enough to have a SLIP account yet (I may get one next year, fingers crossed) so I will say no more until I get up and running with it.

But wait (as the man says), I know you want more! There is a third solution that combines the best of both worlds. It's called TIA. Not the coffee flavoured liqueur but The Internet Adapter. TIA is a program developed by a company in America; it runs in your UNIX account and fools your computer into thinking that you have SLIP. Pretty neat trick, eh? You run your terminal program as usual, log in and run TIA. You then close your terminal software (making sure you keep the carrier) and launch the TCP software on your Amiga (more on this later). You now have SLIP!

There are a couple of strings of course. Firstly, TIA is not free. Anyone can get a copy of the TIA binary, but you need a licence code (keyfile) to make it run. You can get a free licence code that works for a 14 day evaluation period, but to use it any longer than that you must send about $US30 to the authors in America, who will then send you a licence code sans timer. $US30 is incredibly cheap for what it allows you to do.

The next hitch is that your computer does not really exist as far as the rest of the Internet is concerned - ie, my computer thinks it is called "fenny. newcastle.edu.au" but if you sent email to that address it would bounce, as the machine that routes the mail does not know about it. What this means in practice is that TIA is very good for getting out, but not for getting in - you can't be a real ftp server or MUD as you don't have your own IP number/Internet address. There are a couple of clever work-arounds, but they're real propeller head stuff.

If any of you have seen AUW (Amiga UNIXWindows - it allows you to have many terminal sessions open over the one phone connection), you will have heard of MultiLink, mentioned in the AUW docs. This will be released Real Soon Now and so far as I know will provide a TIA-like set-up for Amigas exclusively. Watch this space.

If you have TIA or real SLIP, you need some TCP/IP software running on your Amiga before you can do anything. There is a commercial package (AS225) and erm, another commercial package, AmiTCP. There has been a bit of controversy about this recently, as up to version 3.02b AmiTCP had been released under the Gnu Public Licence (GPL). Version 4 was then released as annoyware, with a rather large shareware fee. There was debate about whether this was entirely legal according to the terms of the GPL.

Anyway, ferret out a copy of AmiTCP3.02b from somewhere (maybe easier said than done) and you won't owe anyone money. I have been using AmiTCP3.02b for a couple of months and have not

noticed any bugs, except an extremely infuriating one in the install script which is quite simple to fix if you ask a guru. This brings us to my current setup: A UNIX shell account, TIA and AmiT CP3.02b.

I'm here now, what can I do?

The first and most useful thing you can do is ftp. The Amiga community has been wonderfully served in the organisation of its public domain software, firstly by Mr Fred Fish and now by aminet.

Aminet is a collection of ftp sites that mirror (basically) the same library of software. They all have the same directory structure, with categories from demos/aga to text/dtp. Demos of commercial software, hardware hacks, music mods, animations, utilities, compilers, games and educational software are all available and easy to find. Every file has an accompanying .readme so you know exactly what you are getting. There is a RECENT file at every aminet site detailing all the uploads in the last seven days to that site. There are hundreds. Basically, every single piece of Amiga PD software that has been released is available from aminet.

The master site is ftp.wustl.edu, but there are mirrors all around the world from ftp.luth.se in Sweden to archie.au in Melbourne. The archie.au mirror is not quite as up to date as I would like, so I usually go to ftp.netnet.net which I have found to be quite fast and current.

When you have your Amiga connected directly to the net you find your first advantage: by ftp'ing directly to your own hard drive you skip the "sz" step, cutting the download time in half.

While you're at aminet, have a look at aminet/comm/net where you'll find all the software that you need to make your machine a fully fledged net surfboard. All the software I discuss in this article can be found there.

IRC

Here's one of my favourite vices: Internet Relay Chat. Your Amiga runs a program called an IRC client, which connects to an IRC server. That IRC server is connected to other IRC servers around the world, and in turn to many clients like yours. When you start your IRC client you join a channel, such as #amiga. Whatever you type is immediately sent around the world (as soon as you hit return) to everybody who is on that particular channel. Whatever they type is sent to your screen. The Amiga has the nicest IRC client available on any platform, no contest. It's called Grapevine and is available from aminet/comm/net. You can join as many channels as you like, each in their own window. There is a floating toolbar with icons for the most commonly used IRC functions, like joining and leaving channels, kick, op, ping and whois.

Besides looking much nicer and being easier to use than IRCII (the UNIX IRC client that everyone else has), Grapevine running on your Amiga is many orders of magnitude faster to use. If you are running IRCII from your UNIX account, every character you type must go from your Amiga to the UNIX machine and then back to your machine before it is displayed on your screen. If you touchtype you can get quite ahead of yourself. Using Grapevine, you edit each line locally before you hit return for it to be transmitted, so everything appears more fluid.

Grapevine can be made to work over a normal shell account as well as SLIP or TIA with a small program included in the archive. This should be the first piece of software you install after you get your machine connected - it is very, very good. Be warned: IRC is extremely addictive - online time on IRC expands to fill the free time you have available. It ain't half fun though!

As I mentioned earlier, there is an #amiga channel on IRC, usually with about 30-40 users online at any one time. By joining #amiga and asking politely you can usually find an answer to any given Amiga related question. It is also a wonderful source of up to date news on "the Commodore situation", although it is not a good idea to specifically ask if anyone has bought Commodore - the question wears a bit after the nth asking.

It's not always idle chit-chat either. Recently there was an online conference with one of the CEI managers, where everyone had an opportunity to ask questions about the direction CEI would take with the Amiga if they won the company. Another nifty feature of #amiga is the resident bot, mama. She has a direct connnection to the aminet archive at ftp.luth.se, so you can send messages to her and ask her to find and send you files. She can store messages to other #amiga regulars, tell you when somebody was last around, play russian roulette and even go swimming (try "/msg mama swim")!

The World Wide Web

If you have had your head firmly inserted into a bucket for the last six months, you may not have heard of the World Wide Web. The WWW could be likened to a global Amigaguide; you click on a highlighted word and a related page of information pops up. Unlike Amigaguide however, the related information could be any-

thing from a page of text to a sound sample to an MPEG movie, and could come from anywhere around the globe. To navigate this sea of interconnected information, you need a WWW browser.

The browser is the client software which runs on your machine and retrieves and displays the pages you select. The WWW browser that was mainly responsible for the recent explosion in popularity of the web is Mosaic. Previous browsers had been text based and relatively boring to look at. Mosaic brought a graphical interface to the web, allowing GIF, MPEG and sound files as part of documents all with a nice graphical user interface. It was originally available for X (a UNIX GUI system), Mac and Windows, and now there's an Amiga version.

Although Amiga Mosaic is still under development, it's quite adequate for most net surfers. It supports in-line GIF images under Workbench 3.x and other file formats (JPEGS, Sun .au sounds, MPEG movies and so on) can be displayed via external programs. It has an AREXX interface allowing you to add a hotlist of frequently visited pages, and it allows you to do all the other neat Mosaic-ish things like read usenet news and do ftp transfers.

All isn't wine and roses in the AMosaic department however. It does not yet support forms (the latest browsers allow you to enter information such as votes and comments into a form on a WWW page), but this is a priority in the next release. It is also a bit unstable sometimes, but this may have something to do with the next downer - AMosaic uses Magic User Interface (MUI), which in my opinion is A Bad Thing. The only reason I keep MUI installed on my machine is so I can run Amosaic. That says a lot for AMosaic.

There are corners of the web that contain huge amounts of information for Amiga users. Mama has her own home page (http://www.ludd.luth.se/~pjotr/mama.cgi) and there is a general Amiga home page (http://www.

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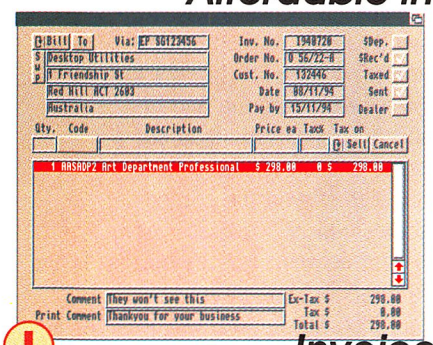
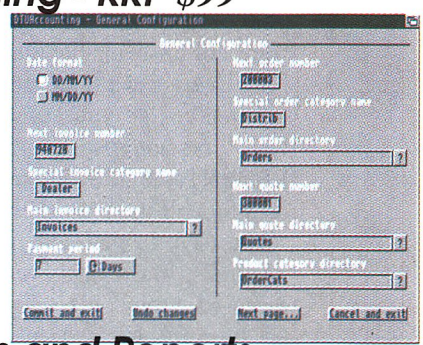


DTU IOQ 1.0



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cs.cmu.edu:8001/Web/People/mjw/Computer/Amiga/ WhatsNew.html) and a Grapevine page (http://warp.cryogenic.com/ ~billc/grapevine.html). You can even get an online hypertext version of the second best Amiga magazine, Amiga Report (there's a link to it from the Amiga home page).

There is much more information out there on topics as diverse as nuclear physics, juggling and indie music - there is even a whole album of music on line available to download (http://drjones.next.com.au:80/music/indie-oasis/). It's possible to spend hours and hours jumping from link to link just exploring cyberspace with no particular purpose in mind. The WWW is the area of the Internet undergoing the most rapid expansion at the moment, for both business and pleasure. The multimedia nature of the Amiga puts us in the prime position to enjoy this.

No news is good news?

Usenet news is the next wave to ride. Usenet is a collection of discussion groups that are distributed to sites all around the world. "News" is really a bit of a misnomer - if you want real news like you see on TV you have to join Compuserve and pay for it. Usenet news is more like the letters to the editor page. An infinite source of rumour, ideas, conversation, humour and flamage.

It is possible to read news locally on your Amiga. Grn (Gadtools readnews) can be set up to fetch articles from your local news server or read news that has been sent to your machine via UUCP. I have not set Grn up on my Amiga yet, as I often read news from dumb terminals all around the campus direct from my account and find it simpler to do it from a terminal program when I am at my Amiga. This also alleviates the problem of having two different and out of sync .newsrc files.

There's a whole list of newsgroups in the comp.sys.amiga.* heirachy: games, hardware, misc, datacomm, graphics, emulators, advocacy and more, each with hundreds of postings a day.

You can get heaps of enjoyment out of groups like comp.sys.amiga. advocacy if you don't take them too seriously - the whole purpose of this group is for Amiga users to argue with everyone else about whose system is the best. Rational, logical arguments are rare - most topics degenerate into slurs about personal habits and ideologies within a few days. If you want to let off some steam at some of those poor, stupid PC users though, this is the perfect place.

There is an aus.comp.amiga newsgroup for local Amiga happenings and also an alt.religion.amiga for contemplating the guru. Alt.binaries.pictures. supermodels (while not strictly an Amiga related group), is a great source of JPEG pictures with which to show off your AGA machine. If you have any hobbies outside of your Amiga, you can bet there's a newsgroup for discussion of them, from boating to origami.

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Jargon Buster

sz: Send using Zmodem protocol. One of a suite of UNIX commands (including sx and others) used for transferring files across a serial link.

MUD: Multi User Dungeon. Like a big adventure game where many of the characters are other humans. One of the many ways to waste time and network resources.

ftp: File Transfer Protocol. A way of shifting files around between computers that are connected to the Internet. Some machines (called "ftp sites") are set up to house large libraries of software free for the taking, via ftp.

IP number: Every network address has a corresponding IP number - this is a 32 bit number that all the TCP/IP software actually uses to figure out what goes where. Every machine that has a proper net connection has its own unique IP.

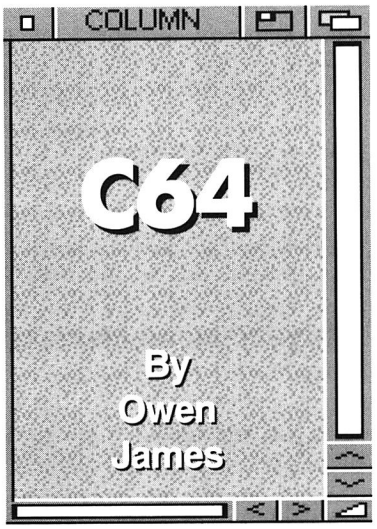
Annoyware: Shareware that intermittently pops up annoying requesters as encouragement for you to register - when you send the cash, you get a version of the software without the requesters.

GPL: The copyright notice ('General Public License') carried by GNU EMACS (a UNIX editor) and other software granting free reproduction rights to all.

IRC bot: Short for robot, an IRC bot is a program that appears as a normal user on an IRC channel. They can do useful things like send you files and play poker or they can be a downright pain in the butt. Mama is one of the good ones.

flamage: More aguing goes on in Usenet than any other medium known to man. It may have something to do with the anonymity of the net, or the ease of composing a message before you can thin better of it, but for whatever reason arguments make up a large proportion of Usenet traffic. When these arguments turn into personal slanging matches rather than rational debate they are called flames. Thus many flames is flamage.

newsrc: The file that keeps track of the Usenet articles you have and have not read.



First in the news this month, Xetec, well known amongst many C64/128 users as the manufacturer of the Super Graphics printer interfaces, has announced that it will no longer be producing these or any other peripherals for the C64/128. The Super Graphics and Super Graphics Jnr interfaces were designed to allow regular Amiga and PC-compatible parallel printers to be used with a C64 without special software drivers.

Living Proof Ltd has announced a minor upgrade for their popular C128 package I-Paint. I-Paint is considered by some to be the best graphics program for the 128, allowing designs to be created in interlace mode. Most of the new features of V1.5 relate to new or updated printer drivers.

Living Proof's other popular 128 package, I-Port, has had a similar upgrade. I-Port is a comprehensive graphics conversion utility, allowing the exchange of graphics files between most major packages on the C64, as well as handling the popular GIF and IFF formats from the PC and Amiga respectively.

MAIL

A. J. Parker of Emerald QLD writes:

"Dear Sir, I write to seek your advice re maintenance for my C64. I have found it hard to locate repairers for C64 equipment and am wondering where I might contact one. My particular problem is a dead 1541 disk drive. Would you please advise if you know the names and addresses of any repairers?

"Also, do you know of an adaptor that would enable me to use a 1541 disk drive and a Commodore DPS1101 daisy wheel printer with an Amiga computer?

I have thought of changing from C64 to Amiga, but the inability to use all of my present C64 files and my printer which is still in good order has been off-putting. I enquired of Commodore last year (no information) and a user group (no answer)."

Regarding your problem with the 1541, in all honesty most C64 equipment these days isn't worth repairing, and this is particularly the case with the 1541. Although there are people out there willing to repair them for you, it often costs more than replacement with a second-hand drive in good condition. I'd suggest checking your local trading post or second hand shop. Garage sales are also often a good source of bargain C64 equipment.

Interfacing your existing C64 equipment to an Amiga requires a program called The A64 Package.

This is a shareware package for the Amiga that contains a complete C64 emulator which will run most C64 titles.When you register The A64 Package through the United States author you'll receive a specially designed cable for connecting between your Amiga and your C64 disk drive and printer.

Although this option works, it's more than you need to simply transfer your old word processing and other data files over to your new Amiga. There are several ways of doing this.

If you're not experienced with null modem cables and terminal software, contact Code One on (047) 57 3982, who will do the necessary transfers and translation for a small fee.

Gordon O'Toole of Yeronga QLD writes:

"Dear Owen, I think your column is very good, and it is the only reason that I buy ACAR.

"I think that the Amiga has not completely taken over as most people would have you think. I think that the C64 is not dead by any stretch of the imagination. There is still a lot of support out there if you know where to look.

"I am a member of several C64 clubs in Australia, am very much up to date on what is happening in Australia in the C64 world and have about 1,200 disks. I also have a list of places that still support the C64 in Australia.

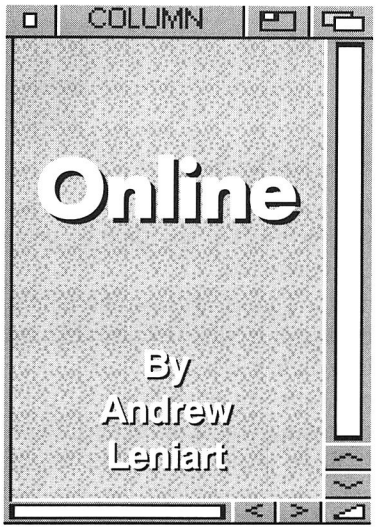
"Could you please send me a list of all of the past issues of the C64 Column?"

As I've written previously, the C64 is still a popular machine. Although they can no longer be purchased new, they are hotly traded at markets and garage sales, and this has led to a new generation of C64 fans.

I don't have a complete index of past C64 Columns, but I am currently in the process of compiling all of the previous columns along with a large amount of new material into book form, which will be available soon. Watch this space.

Gordon asks that anyone wishing to contact him writes directly to 1 Mil Hospital, Kadumba St, Yeronga QLD 4104.

Continued on page 36 . . .



Last month, I showed you a relatively cheap and easy way of accessing the Internet, either via commercial services like Dialix around Australia or hobby systems like MacInsanity if you're lucky enough to find one that operates local to you. But getting Internet access is only the first hurdle. Knowing what to do with that access once you have it is another story altogether.

The problem with most Internet access providers is that the majority run their systems under an operating system called UNIX. While not an extremely difficult system to master for most computer literate people, it's different enough to AmigaDOS to be confusing.

Along those lines, this issue gives you some general hints and tips to help you start finding your way around with a shell only (CLI) type Internet account.

Internet L Platers Start Here!

Internet access has been getting a lot of publicity of late, mainly because there is so much info and goodies to be gleaned.

Now that quite a few of you will be looking into establishing your own Internet accounts, you'll obviously not want to spend too much time online trying to figure out the basics.

Services like Dialix generally offer access via a shell. This is a command line interface just like your AmigaDOS prompt, where you issue UNIX type commands to perform the functions you wish to access, like downloading, entering IRC (Internet Relay Chat - see the info about IRC in the November/December ACAR) and so on.

When your Internet account is established and you've logged on for the first time, you'll be presented with a dollar ($) prompt which follows the display of your own personal directory. Something like this, in the case of my own account at Dialix Melbourne:

/user/aleniart/$_

From here you can access any function or service made available to you from your Internet provider. This is where it's obviously handy to know the commands available to you. Most providers will produce a help screen if you type "Help" (without the quotes).

If this doesn't work, try using a question mark (?) instead. If comprehensive help is not available at your access site, the following list of commands should help you get started.

Note that when I say "home directory" in the listings below, I am talking about the directory you are allocated by your provider on the Internet system you have joined.

Common email editors

To send and read private Email, you need to use an online editor which your site has set up. ELM and PINE are common ones most sites should have; PINE is far more user friendly. If neither of those commands brings up an editor, try entering the command MAIL instead. Once in the editor, look for a help function. If all else fails, approach your system administrator and ask politely for some help!

File transfer

rx - Upload a file to your home directory with the XModem transfer protocol.

rz - Upload a file to your home directory with the ZModem transfer protocol.

sx - Download a file from your home directory with the XModem transfer protocol.

sz - Download a file from your home directory with the ZModem transfer protocol.

Other commands

rm - Delete / remove a file from your home directory.

cd - Change Directory, just like AmigaDOS (optional in AmigaDOS from 2.0 onward).

ls - Gives you a short list of files in any given directory.

l - Same as the ls command, but will normally give a more detailed and comprehensive listing of a directorys contents, showing files which the ls command won't.

who - Show's who is online.

w - Same as who except will also show you what they're doing.

finger - Get information about any Internet user, provided he's configured his account to allow you to view such information. This also works on remote (other sites) usernames too. For example, issuing the command

"finger aleniart@insane.apana.org.au"

or

"finger aleniart@melbourne.dialix.oz.au"

would show you my own .plan file that I've created at either of my access sites.

talk - Chat to any other online user, on any Internet system. It's possible to have a private real time conversation with anyone in the world via this command. Simply issue the command "talk username@address" to try to establish a chat session.

nn - Gives you access to network news and newsgroups. A mongrel of a thing to use, but useful nevertheless until you establish a better method of reading/writing to the hundreds of available newsgroups.

gopher - Connects you to the gopher information network. More on this great lookup service in future issues.

irc - Connects you to the Internet Relay Chat network, where you can chat to dozens of other people all over the world at the same time, in real time. Loads of fun to be had with this one, as described n the Nov/Dec ACAR.

telnet - Make a network connection to a remote Internet host anywhere in the world, just as though you had dialed the host with your own computer from home. Great money saver, but frustratingly slow in practical use. More on this service in future issues.

ftp - This stands for File Transfer Protocol, and allows you to leech all those great files from available file servers located all over the world. Here are a couple of example sites that carry many things of general interest for you to try. Issue the commands...

ftp wuarchive.wuslt.edu

OR ftp cdrom.com

and once connected, start to look around using the standard UNIX commands I've shown you above. In future issues, I'll look at how you go use the "get" command to transfer files from these and other file servers to your provider's machine so you can then download them to your own.

Note that you should be selective as to what you decide to ftp (or download), if your Internet provider charges for file transfers by the byte. Even at 1c/1000 bytes, it can quickly add up and drain your credits.

cr - If you have an account with one of the Dialix systems that we showed you in the Nov/Dec issue, you can check how much credit you have left at any time by using this command.

man - This is at least one helpful feature of UNIX. If you want more info on any UNIX command, simply type 'man' followed by the command you want more info on. If there is help available for the command, you'll get it via a brief text description and command syntax. Look forward to more discussion about Internet access in the coming months of Online.

Feedback

Send your ideas and questions to: Online Amiga, C/- Andrew Leniart. PO Box 1060, Hoppers Crossing Vic 3029.

Or on Andy's Attic BBS:(03) 749 4897, 3:633/106 @ Fidonet, 41:300/106 @ Amiganet.

Or via email at aleniart@insane.apana.org.au on the Internet.

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C64 column continued . . .

Wiesiek Szydlowski of West Pymble NSW writes:

"Dear Owen, After years of using my faithful Commodore 64 I have to tell him GOODBYE!

"Something for the enthusiastic person: Two Commodore 64 (old and new model), 1084 monitor (two years old), 1541 disk drive, datasette, WICO joystick, Netcomm modem, Star NXL1000 colour printer with GEOS cable.

"Accessories: Light pen, games controllers, various software cartridges. Plenty of original software including almost all GEOS titles, programming languages like COBOL 64, Pilot, Becker BASIC for GEOS and more.

Additionally, CP/M Z80 cartridge with excellent Nevada COBOL. Manuals, 64 books and magazines - ACAR, RUN, etc. All includes cabling, stands, screen filter and other gadgets. Thank you for long support of the 64. Long live the king."

Any reader wishing to purchase this system should contact Wiesiek Szydlowski direct by calling (02) 440 8536 or by writing to 34 Wyomee Avenue, West Pymble NSW 2073.

Terry Baker of Bankstown NSW writes:

"Dear Owen, As a long time C64/Amiga owner I have finally been swamped by the PC. Work commitments and my son's school activities necessitate an update to a PC, therefore it is with much regret that I am forced to get rid of all my games for the C64. All games are on disk, and I would like to sell the lot as a boxed set that would set up a C64 user for a long, long time. A user group may be interested in taking the lot and spreading the cost. Asking price is a minimum $500."

Terry included a list of the 40-odd titles, but sadly there wasn't enough room to print them here. For a list of what Terry has to offer, contact him directly by writing to 3/5_13 Dellwood Street, Bankstown NSW 2200 or by telephoning him after 7 PM Sydney time on (02) 790 5374.

That just about wraps up this edition of The C64 Column. As always, I'd love to hear from you. Send your questions, comments and suggestions to me care of The C64 Column, PO Box 288, Gladesville NSW 2111 or via fido netmail at 3:713/888.999.

❑

Amiga questions

Congratulations on an extremely informative and entertaining magazine. Well done; keep up the sterling work in these tough times.

I have a few questions.

1) How much will an A5000 cost?

2) Can you get the Eiffel programming language on the Amiga?

3) When is the next Amiga show and where?

Robert Schaftlein

Ed: Thanks for the encouragement, Robert. In answer to your questions:

1) Since both Commodore UK and CEI say they've no plans to produce Amigas (as we know them) beyond the proposed 4000/060, there won't be a 5000.

Future RISC based machines from the makers of the Amiga might carry the Amiga name, but there's no pressing reason for them to.

2) No. Well, maybe you can, but we don't know where. It's not in the Fish library.

3) Who knows. It's likely, assuming Commodore UK or CEI get the Amiga technology, that the old World of Commodore shows will be on again at Darling Harbour, Sydney, but nobody's making plans that detailed yet.

A1200 RAM

Can you tell me if there are any RAM boards available for less than $500 for the Amiga 1200?

Calum Winning,
Rockingham Qld

Ed: Yes, we CAN tell you. NEXT!

Oh, you want to know if there IS such a board? Yes, there is. NEXT!

What? You again? The NAME? Oh, all right. The DKB 1202 ought to suit you; it's a RAM board with a socket for a 20MHz 68882 maths coprocessor, and you should be able to get one with 4Mb of RAM and no coprocessor for about $500. The RCA RAM expansion boards might be a bit cheaper - they can take a 68882, too.

But be careful - using a board like this means you can't fit an accelerator or SCSI interface without getting rid of the old board.

Disgruntled correspondent

I wrote to you on two previous occasions and have received no answer or even an acknowledgement to date. I finally received the November edition of Amiga Review on the 5th of December 1994. What happened to the article on DOS 3.1 promised in the October edition? I hope you will now pay me the courtesy of answering my queries.

Lionel Robinson,
Queanbeyan NSW

Ed: The last 1994 ACAR was the November/December edition, as made plain on the cover and inside. We did this because, following the ownership switch half way through the year, we hadn't been able to make up the time lost in the changeover and ACAR was coming out very late.

The October ACAR was late enough to be November, so we skipped an issue to get back on time. Naturally, subscribers will still get the number of issues they paid for.

The DOS 3.1 article didn't run in the Nov/Dec issue because the machine we tested it on had an old hard drive, which caused the new ROMs to lock the SCSI device and paralyse the system on start-up.

By the time we figured this out, it was too late for that issue. The article, and another on PC-Task 3, would have run this month, but we ran out of space! This is also why some regular columns are missing in this Annual edition; the BBS, dealer, repairer and Fish lists displaced them.

Amiga Review receives a lot of correspondence every month, and we cannot reply to all of it. If we do reply, we do it here in the Letters section; we don't send personal replies. If this policy, which lines up with that of most other magazines, has caused you offence, we apologise.

❑

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Wanted. Beneath a Steel Sky, Monkey Island 2, Star Trek 25th Anniversary, Kings Quest 2 and Kings Quest 6 for Amiga 500. AGA Graphics board for $50 and hard drive (30megs -40megs) for $50. Phone (043) 246097 or write to 23 Bluewater Parade, Tascott.

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CD-ROM titles for sale, GIFS GALORE CD-ROM (October 1993 version) runs on all known CD-ROM eqiupped computers for $45, and Psycho Killer, which runs on both IBM & Amiga computers for $40. Contact: Shane Robertson, 14 Sonoma Rd Budgewoi NSW 2262 or phone (043) 992 437.

For Sale - 2Mb PCMCIA for A600 + 1200, cost $260.00 sell $200.00, PC-Task 2.0 $50.00, & MS-DOS 5.0 for PC-Task, only $60.00. Ph (076) 252 175 and ask for Joy.

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WANTED: An original copy of the Faery Tale Adventure as well as any Ultimas after Ultima IV. Please ring Michael on (02) 579 5620 or emailu9162828eusw.edu.ad.

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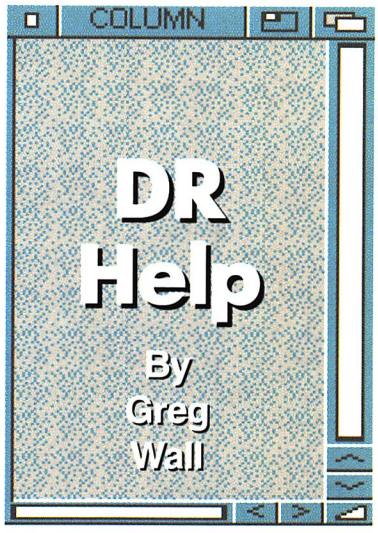

Assembler, AREXX & Internet

Dear Helpline, I'm having great difficulty in three areas.

I program using Assembler, but find it increasingly hard to find manuals such as ROM Kernal Reference books. Even if I do get them, they don't explain the new AGA stuff. I only have a 68000 command manual, and want one which tells me all the commands for all the processors (68000 to 68060). Please, how can I get hold of such information? Do I need to become a registered developer?

What is the latest version of Arexx? I have 1.15 but keep on receiving errors when trying to run programs which use it.

I have thought about getting a modem and hooking up to Internet, but have absolutely no idea on how to get into it. How can I get in touch with them? What would be the best and cheapest modem to buy? How much would it set me back in phone costs?

Chris Pauly,
Geilston Bay, TAS

Dr Help: To begin with, becoming a registered developer at the moment is impssible, sinc there's no local Comodore to register with and no overseas Commdore that doesn't have a great deal more to worry about. However, there is help at hand. There is a group in Australia known as the Australasian Amiga Developers Association (AADA), to which many reputable companies, including my own, belong.

This group contains many programmers and developers, many of whom are contactable for help. As a group, they also have an appointed librarian, in charge of a large collection of programmers guides and manuals, available to members. You can contact them by writing to the AADA at GPO Box 4713, Sydney 2001.

You could also try tracking down a file compiled by English demo writers called "How to Code". This is in the public domain and it outlines the basics of AGA, as well as providing Assembler hints and tips.

To get all commands up to 68060 you should get the 68060 programmers guide, although you may find this a little hard to track down. As far as modems are concerned, check out our guide to buying one in the May 1994 issue. For cheap Internet, try the Online column in the Nov/Dec issue.

With a modem you pay for the call at normal rates - if you call from Tassy to Victoria, you'll be paying standard STD rates for as long as you are connected.

You may want to ring some local BBS's in Tasmania, and bounce your messages off them. These are your main costs apart from perhaps around $30 per year to the board of your choice should you want to offer financial support for their help.

If you're not using a local board, make sure you get a fast modem, which will let you move data faster so you'll have to be on for less time. 9600 minimum, 14400 is good, 28800 even better, but weigh up your costs first, since faster modems cost more to start with.

Linking Amiga to PC

Dear Helpline, Hello all! First of all I want you to know that I am a dedicated AMIGA User (Even though I'm typing this out on an IBM)! I'm the type of person who leaves messages and graffiti on Bulletin boards notifying everyone that "Amiga is Best". By the way I enjoy your magazine.

Presently I own an Amiga 2000HD and mainly use it for games and graphics, and work. I have decided to buy an IBM (Sorry, I'll wash my mouth out). I love computers and I just wish to have an IBM as well as an Amiga. Is that wrong?

Anyway, I was wondering if it's possible to connect both computers so that you could use the two systems as one.

For example, I have a CD-ROM with my IBM. Can I somehow, through my Amiga, use the CD-ROM?

Glen Martin,
Warneet VIC

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Dr Help: *Well personally I DO have an Amiga and an IBM on the bench side by side. The main reason behind this is that I've also been doing a lot of IBM training lately. Not because I've given up on the Amiga - more due to the fact that there are many, many IBM's out there.*

Sometimes when hunting around the BBS's (using Term on the Amiga), I decide to download a new IBM file or game.

Nowadays, most IBM files come on 1.44Mb disks, but my Amiga only has 880K disk drives on it and I also was faced with the problem of getting 1.44Mb files from my Amiga to my PC. They're too big to fit on 880k disks.

To do it, I use a null modem cable connected from the serial port of my Amiga to the Com2 port of the PC. Then I run a Shareware program called Twin Express which comes in Amiga and IBM versions, and type "Twin ser 115200" on the Amiga. Then "Twin Com2 115200" on the PC, and presto, I can copy a file of any size from one computer to the other. You can also change the default local drive on either machine by typing in "CD Pathname", so I see no reason why you shouldn't be able to change the default drive to the CD-ROM drive and use the PC's CD-ROM to access files from the discs.

You won't be able to run Amiga CD software this way, though.

New Amigas?

Dear Helpline: I have a bit of a problem. As Christmas is coming up and hopefully the new AAA Amigas, I am not sure what to do. Should I buy an IBM, which can be bought anywhere and has excellent software support, or wait for the new Amigas to arrive? Even if the new Amigas are good, do you think that they could once again be popular like they were when they first came out? I am only a student in year ten and I am wondering if you can help me make the right decision on which computer to buy.

DR Help: *It now seems clear that whoever gets the Amiga technology, AAA is as good as dead. Both the suits and the techs seem to agree that AAA, originally slated for release in 1991, has missed the boat by far too much, especially since there's stil no Workbench to run on it and building one would take another year.*

Thanks to this, it seems clear that the last Amiga-as-we-know-it, the furthest the technology can go in its present form, is a 68060 based AGA machine.

After that, the original Amiga designers may come up with some amazing new Amiga for the 21st century, but it'll have a completely different processor and architecture and won't run the old software.

On the other hand, most who use IBMs and Amigas will agree that Amigas are much more user friendly that IBMs. IBM compatibles are getting over their primitive drawbacks like the 640k base memory limit and eight character filenames, but the operating systems that do it are either bloated or not yet available.

Check this issue for any further updates to the current situation, as things may have changed totally by the time you read this. We're currently expecting a decision at any time.

CDTV Answers

Dear Helpline, In reply to your challenge corner letter Re: CDTV Questions, it is a simple task to turn your CDTV into a A500.

Step **1:** Disabling the CDTV ROMs.

After removing the lid of the CDTV, locate the removable jumper marked JP15, remove the jumper and connect 2 wires from the pins that the jumper was on to a switch.

With the switch in an open circuit position on bootup, you will be faced with the familiar screen of the A500, but you will have 1Mb of chip RAM.

Step 2: Changing the RAM to 512k chip and 512k fast.

You will need to locate JP4 and JP1. Connect a wire to each point of JP1 and run to a DPST switch, use one side, connect one wire to the center pin and one to an end pin. Next carefully cut the join on JP4 and connect three wires to the pads.

Using the other side of the switch, connect the wire from Agnus pin 59 to the center. Connect the wire from the pad that was joined originally to the same end as you connected the wire from JP1, and connect the last wire from JP4 to the other pin.

After doing the above steps

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you will have a machine that is 100% compatible with the A500. It's even possible to fit a Version 2.05 kickstart ROM in the CDTV, as long as it is only switched in when the CDTV ROMs are switched out.

Mr I.R. Chase
Elizabeth Nth S.A.

Dr Help: *Thank you for your reply Mr Chase. This letter has been reproduced as I received it - as with all hardware modificaitons, if you blow something up trying this, don't blame, sue or assault Amiga Review or me.*

RAM Expansion

Dear Helpline, I am 13, and have just upgraded my A500 to a nice new A1200HD and am delighted with the speed increase. I am now looking at peripherals. I have a standard 34cm television set, a Hewlett Packard portable Deskjet, the Miracle piano teaching system, the normal 2Mb of Chip RAM and the standard 40 meg IDE hard drive. I have little money to play with. I use nearly every aspect of my Amiga - games, word processing, DTP, music, DTV, art and databases.

I would like to get more RAM for multitasking, animations and music samples (I am yet to get a DSS8+). The cheapest RAM I have seen is a 4 meg PCMCIA card for $270, which would suit me very well. Are there any catches to expanding RAM via the PCMCIA? I would also like to get a SCSI controller for a nice fast hard disk and perhaps a CD-ROM.
Jai Cowan,
Nhulunbuy NT

Dr Help: *Expanding your A1200 using PCMCIA cards is not the best way to go. The memory in these is 16 bit, whereas the memory in a trapdoor expansion card is 32-bit.*

In English, this means that adding trapdoor memory will make your machine significantly faster - nearly twice as fast - but PCMCIA memory just gives more storage, full stop.

Go for the trapdoor RAM. Another thing you might want to put on your shopping list is a monitor - you'll get a much better image using one of these instead of the TV set.

CROSSDOS & 2.1

Dear Helpline, I have an A600 with an external floppy drive and 2Mb of chip RAM. I do not have a hard drive. It runs Workbench V2.1. I must be missing something simple, because I can not get CrossDOS to run.

I have tried both ways that are described in the WB2.1 manual, but still only one drive icon appears and the system will not recognise a P.C. formatted disk.

Please help, this is most frustrating!
Stephen Halliday,
Ingleburn NSW

Dr Help: *Ok, Let's go through it step by step. Make sure you are using a backup copy of your Workbench disks. Your originals should not be used at any time.*

If your computer won't accept your copies, you probably renamed your disks incorrectly when you copied them.

Insert your Workbench disk in DF0: and your Extras disk in DF1:.

Wait for Workbench to load up and disk activity to stop. Double click on your Workbench disk to open it, then double click on Devs to open its drawer. Close the Workbench disk window, leaving the devs drawer open.

Next double click on the Extras disk and then on Storage to open this drawer. Close the Extras disk window, leaving the Storage window open. Arrange the two remaining windows so that both are displayed on the screen.

In the storage drawer, locate the PC0: icon, and drag a copy of it into the Devs window (make sure that your Workbench disk is write enabled for this process). Wait till disk activity finishes, remove both disks and write protect Workbench. Reboot the computer and insert Workbench (you need to reboot for the changes to take effect). You now have CrossDOS set up.

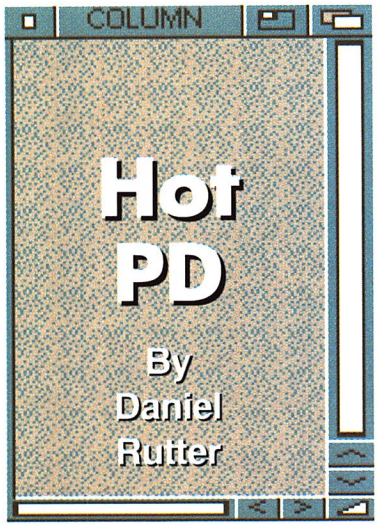
Remember, if you format disks on the PC for use on the Amiga they need to formatted as 720k. A standard Amiga cannot read 1.44Mb disks, as they have lower density drives as standard.

From now on, whenever you insert a disk in the drive after booting up from Workbench, two icons will appear - one for DF0: and one for PC0:.

❑

WALL STREET VIDEO

We still have a limited number of our A1200 Bonus Packs including: DPaint IV AGA, Wordworth 2 AGA, Print Manager, An Introduction to the Amiga 1200 Volume 1&2 videos, plus two AGA Games for only $149. Ph (02) 411-2108 for details.



Thank you to all the faithful readers who anxiously enquired as to my health - rest assured, I have recovered from the nasty case of fishstrike that prevented me from writing my last column (hey, it sounded better than "Daniel forgot", OK?).

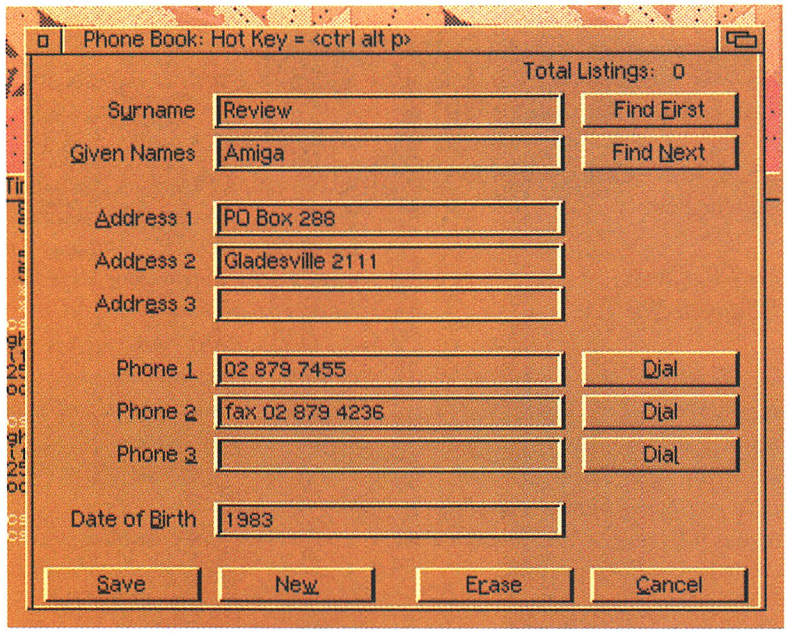
This month I've taken the easy way out, for at least part of the column; I sit back and wait for the software to come to me. If you, like the authors below, want your freely distributable software reviewed in this column, you have but to send it to me care of ACAR, PO Box 288, Gladesville 2111. If you send it, and I get it, and I don't review it, it's because it's not very good.

You've got to to ask yourself a question. Do you feel lucky?

**Phonebook

Hold onto your hats, folks; this is a phone book program, written by Robert McQualter. You put in people's names, addresses and numbers (three numbers for each listing are possible), and you can do simple searches for names or parts of names. With the click of a button the Amiga's speaker will emit the right touch tones to dial the indicated number. Hold the handset next to the speaker and your dialling is done. There are keyboard shortcuts for all actions, and the program's only about 20k.

Interestingly, part of the tone dialling code in Phonebook (all the source is included) comes from Dave McRae's first C tutorial. See; them things are good for something!



Phone Book: Basic, but useful

*Screech

This is a demo of an upcoming overhead view race game from Insane Software, and it doesn't have anything very new in it. You're a little car. There are other cars. You drive around, bounce off them a bit, turn corners and avoid obstacles. There's a pit lane, and occasional officials to run down. The sound's OK, the graphics boring (the authors admit as much, and are looking for a decent artist!), but it's quite playable and should be worth the $15 the full version will cost. You need at least a 68020 or better processor, 1Mb of chip RAM and 1/2Mb of fast RAM to run it.

*Ground Effect

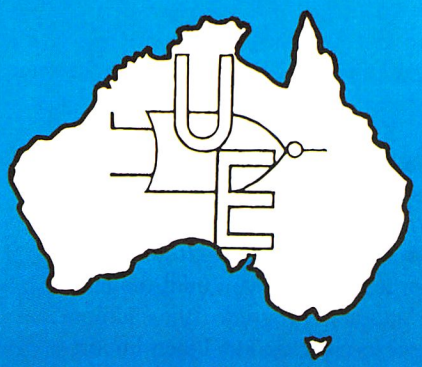
This game, from Anthony Lynch of the ACT, is a simple AMOS helicopter blast-up. You view your little chopper form above, and you fly around shooting various ground based bad guys. The graphics are simple and sparse (on some levels, flying around gives no sense of movement at all as the ground is a flat colour), the sound's likewise minimal, but this game's still quite playable, since it includes three kinds of missile, a gun, various damage locations, 30 levels and various difficulty settings. There aren't any airborne enemies, but there are plenty of enemy missiles, and there's nothing more to pay. You need at least 1Mb of RAM to run Ground Effect.

***SkoEd

Text editors are to word processors as tanks are to automobiles; more powerful, harder to use, not useful for the same things.

Program complexity guide:

*	Seaquest viewers
**	Babylon 5'ers
***	Trekkers
****	Red Dwarf and Dr Who fans only



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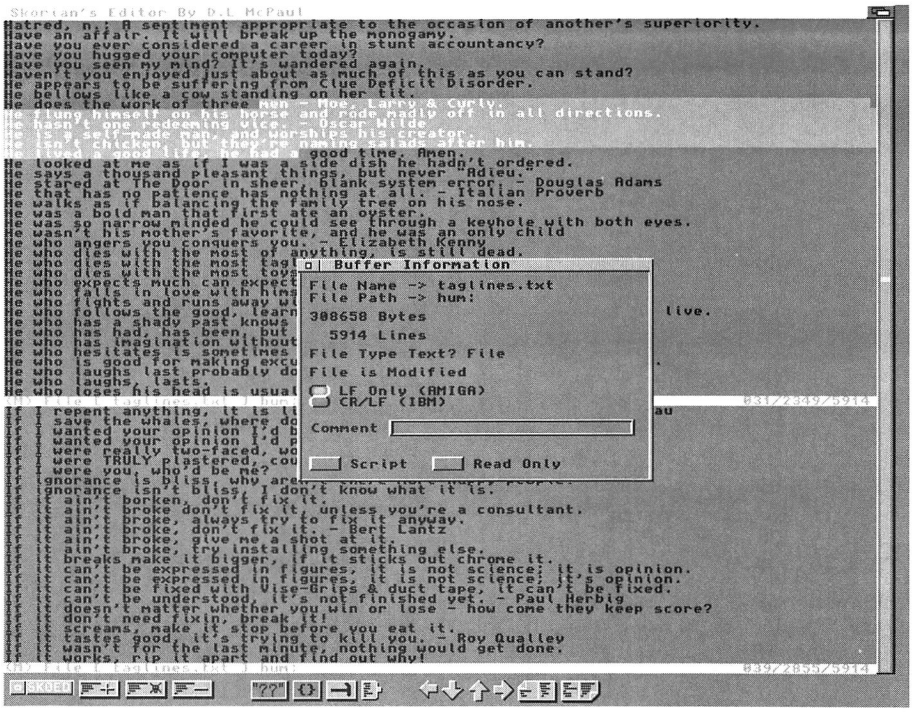


SkoEd and my pet taglines file.

My text editor of choice is CygnusEd, which I use all the time for reformatting articles sent in by heroes who think it's a really good idea to do things like tables with the columns separated by a zillion spaces.

CygnusEd's a commercial program, though, and SkoEd's shareware ($25 to register). Written by David McPaul of Canberra, it features remappable, customisable commands (use whatever keys you like to control it), multiple files and multiple views, simple IBM text file conversion, columnar blocks (draw a rectangle anywhere for your block - you don't have to do it linewise), clipboard support, autosave, folding (collapse chunks of text into single lines for readability's sake), bracket matching, braces counting, word completion (finishes any word that's appeared earlier in the text), a memory file that reloads previously loaded files with the cursor in the right place, unlimited bookmarks, an undelete function, iconification, a full ARexx port, a configurable gadget strip and more.

SkoEd is also billed as having a fast search and replace operation - it doesn't. A fast S&R is what CygnusEd has. SkoEd took 47 seconds to do 27,482 replaces of "e" with "x" in a big text file; this sounds OK until you see CygnusEd roll up its sleeves and do the same thing in slightly less than six.

That aside, this is a good editor. CygnusEd can't do folds, and as far as I know nothing else has the auto cursor positioning on reload function. The screen redraw's nice and fast, the interface works well (although the default config's pretty sparse); it occasionally crashed on quitting on my machine, but that could just be me. Worth a look.

***AGWriter

From the same author as SkoEd, Amigaguide Writer (AGW) is a $15 shareware program that lets you easily build Amigaguide format hypertext files from a plain text file. AGW doesn't have its own text editor - you built the text in another program (the author suggests SkoEd...) and then import it. You can also modify existing Amigaguide files.

You can convert Amigaguide files to text, create, delete and modify LINK, ALINK, RX, RXS and SYSTEM commands (this doesn't cover all the possible Amigaguide functions, but it does cover all the normal text ones), and this is generally a pretty painless way to build your own Amigaguide just like the big boys.

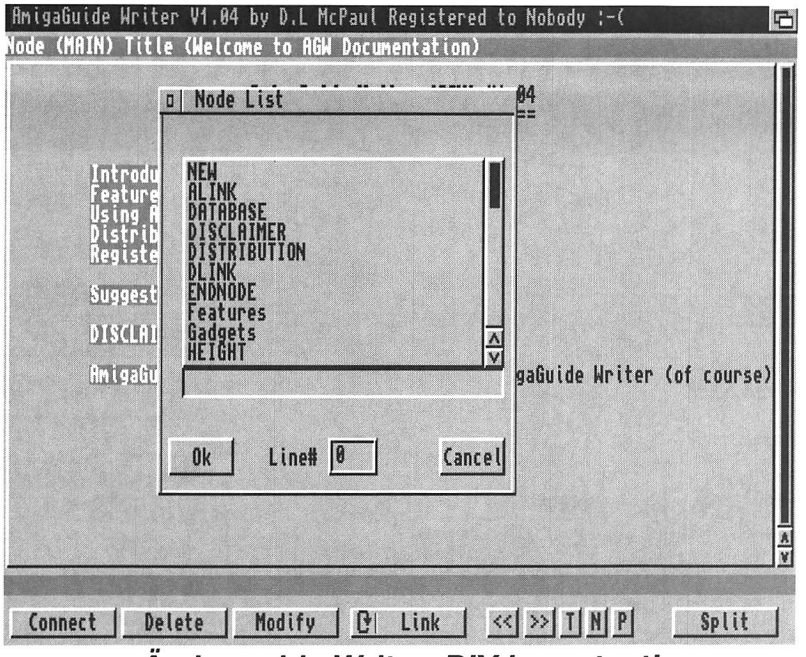
**Grading

Let's face it, the number one most fun thing you can do when you're a schoolteacher is add up all those marks and figure out what kids got overall. It's thrilling. All that simple statistical arithmetic, over and over, year in year out - who'd be dead, eh?

For those aberrant souls who wouldn't mind having a machine do it for them, Anthony N Peck of the ACT has created the melodiously named Grading. This simple program lets you set up as many classes as you like, name all the students and then enter the results for various assessment tasks, which can be out of as many marks as you like.

The program then tallies everything for you, and can show you each student's performance, and the performance of the class as a whole. You can even standardise scores, weight tests differently, and get estimates for students who were prevented from attending tests by earthquakes or alien abduction.

The math is simple and you could roll your own in any spreadsheet - but if you don't know how or can't be bothered, this is the



Ämigaguide Writer: DIY hypertext!

program for you. There's an MS-DOS version of Grading, too, which is included. Not bad, for a free program!

Aminet 4

I've recently taken delivery of this, the latest in the Aminet series, and I am mightily impressed. Aminet is THE place to go for freely distributable Amiga software, but you've got to have a fairly shiny propellor on top of your beanie to do it because it's an Internet archive, mirrored on a variety of sites. Anyone with the ability to grab files form Internet sites can glom stuff from Aminet, but that excludes the vast majority of Amiga users. The larger group of modem-equipped Amigoids can collect Aminet files from any BBS that has one of the Aminet CDs online, but by far the most palatable option is to get a CD-ROM drive of your own and have the whole thing to yourself.

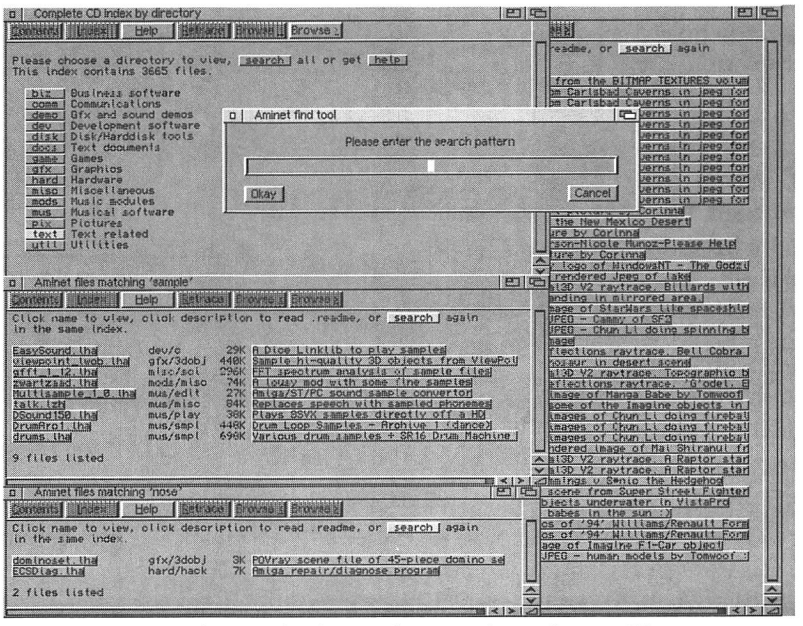
Past versions of the Aminet discs have reflected the user-hostile design of the archive itself; everything archived and index text files. Anyone with a passing proficiency with a decent directory utility could get around the discs perfectly well, but a nicer interface wouldn't have hurt.

With Aminet 4, that interface is here. The monster main index file is now an Amigaguide masterpiece. You can, as you'd expect, navigate with hypertext links, but you can also search very quickly for any string - the index builds a new Amigaguide file in a (definable) directory and displays it. Whenever you're looking at a file listing, you see the file names, sizes, locations and short descriptions; clicking the file description will give you whatever longer readme file accompanies the archive, and clicking the filename extracts the archive! If the file's a picture, clicking the name views it; if it's a sound module, clicking it starts it playing!

This is a huge leap in usability for the Aminet discs, and it makes them even better value at a lousy $49. The disc is still full of long file names and so isn't accessible on an IBM, and there are still some misfiled items and duplicates, but if you have a CD-ROM drive, you should also have the latest Aminet.

Thanks to Amadeus Computers (02 652 2712) for the disc. All other programs mentioned, are available from Prime Artifax on (02) 879 7455 as HotPD 19.

❑



Aminet 4's interface, showing off.

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Life's a continuing beach

By Graham Bowden

Way back in August, an ocean view began to take shape. Since that time though, my faithful followers have been left suspended - treading water in an artistic trough, so to speak - cogitating upon what crafty concepts would conclude the canvas, wondering what wizardry would be wielded to wind up the water colour.

In truth, no wizardry is needed, it's just been a pregnant pause. The only requirement is an inventive mind and Deluxe Paint's ability to convert your ideas into art.

Figure 1 shows the point reached in the last tutorial. That wave, by the way, should extend completely across the screen, leaving no gaps down either side. Gaps could allow fill commands to "leak" above or below the wave. Not that that would bother us here, because the next step employs a stencil and a couple of filled rectangles.

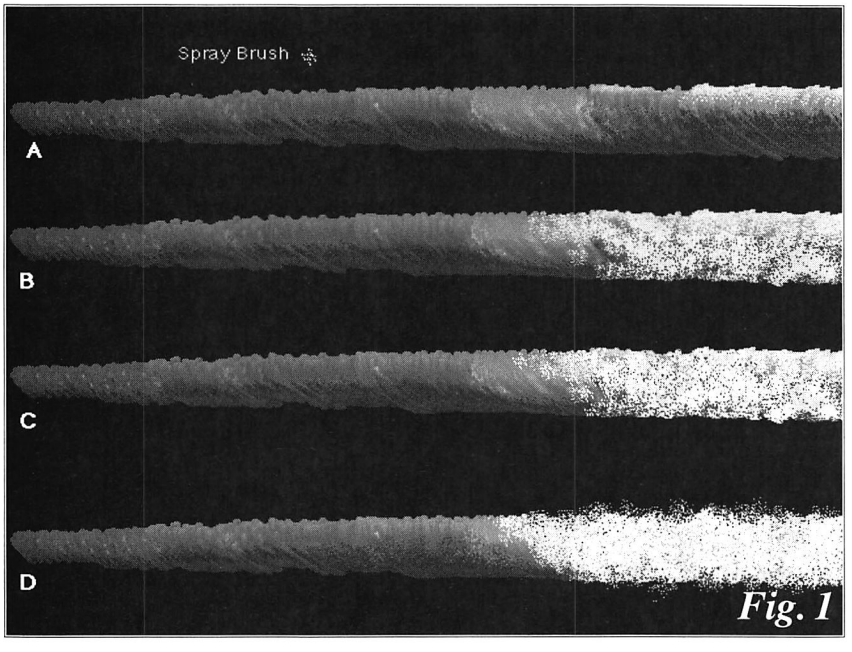

Fig. 1

Create a stencil which protects all colours except the background colour. Shift-~ (that's the tilde key, just below the "Esc" key) will call up the stencil requester. Selecting the background colour with the left mouse button will place a small highlight to the right of that colour patch. Check that no other colours are highlighted. If they are, click them with the right mouse button to de-select them. Now select Invert, then Make, and the background stencil is done.

Grab an unused colour from the palette as a new foreground colour (in my case a not so delicate pink - see Figure 2), and draw a filled rectangle (Shift-R) above the wave. There should be no background colour left exposed between the rectangle and the wave (the stencil will protect the wave). As this rectangle will become the ocean stretching to the horizon, it only needs to be dragged up the screen as far as your chosen horizon. The sun reflecting from the surface of this expanse of water will encounter some developing waves in the

foreground and various swells and ripples in the background. With this in mind, create a new range of ocean colours similar to those shown in Figure 2. Note that the colours in this new range are scattered throughout the range. This arrangement will add to the ocean effect. Make a new stencil which protects all colours except the colour of the rectangle, which again in my case is pink.

Call up the Fill requester (Shift-F) and select the "Shap" fill type. Using the new colour range, fill the coloured rectangle. Deluxe Paint will first fill the rectangle with whatever colour is the current foreground colour before waiting for you, the artist, to draw out a rubber band in the direction you want the shaded fill to take. Don't get too carried away here. The direction of the elastic band needs to be only slightly away from vertical, as depicted by the dim arrow in Figure 2. If it doesn't look right the first time, select "undo" (Keyboard u) and try again.

A little magic occurs during this shape fill exercise. Remember the flying spume we drew using a scattered multi-pixelled brush at the end of the last tutorial? Yes, it was a while ago, but back issues are available you know!

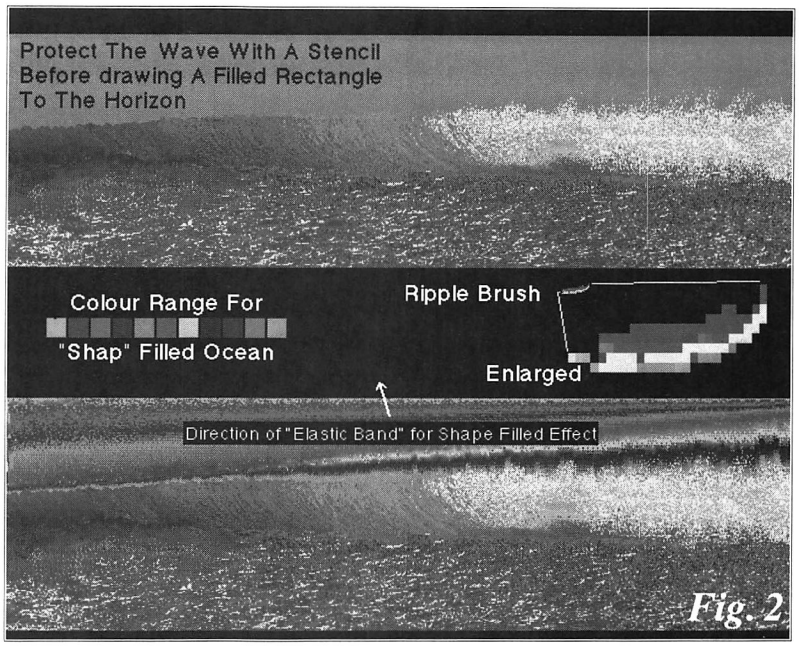

Fig. 2

The scattered pixels drawn out using that brush with "Smear" mode, plus the uneven crest of the broken wave, now combine to cause the current fill routine to present us with a comely comber behind the original wave, plus the basis of some brilliant briny in the background. But that background needs work, so let's set to it.

First, turn the stencil off and use the virgin background area below the wave to prepare a new custom brush in the shape of the small ripple shown enlarged in Figure 2. Use the colours from the ocean's colour range. Draw a filled crescent shaped figure using a dark blue, then trim the edge of it with a few lighter shades to simulate the broken water of wind blown wavelets. Grab this new brush and save it as Ripple.brsh. Turn the stencil back on.

Pull down the Effects menu and select Background/Fix. This selection will not affect the current stencil, but will allow any blunders to be wiped clean without losing the current picture. Select the airbrush tool (set to its default size) and use the ripple custom brush to lightly spray some reflective wavelets across the ocean. If the result is not to your liking, just clear the screen. The fixed background will take care of

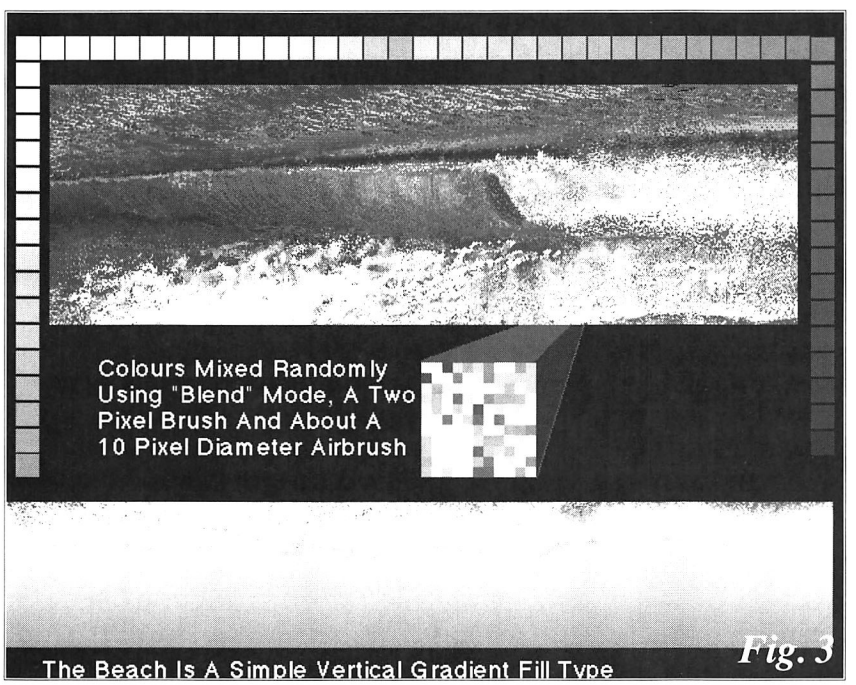

Fig. 3

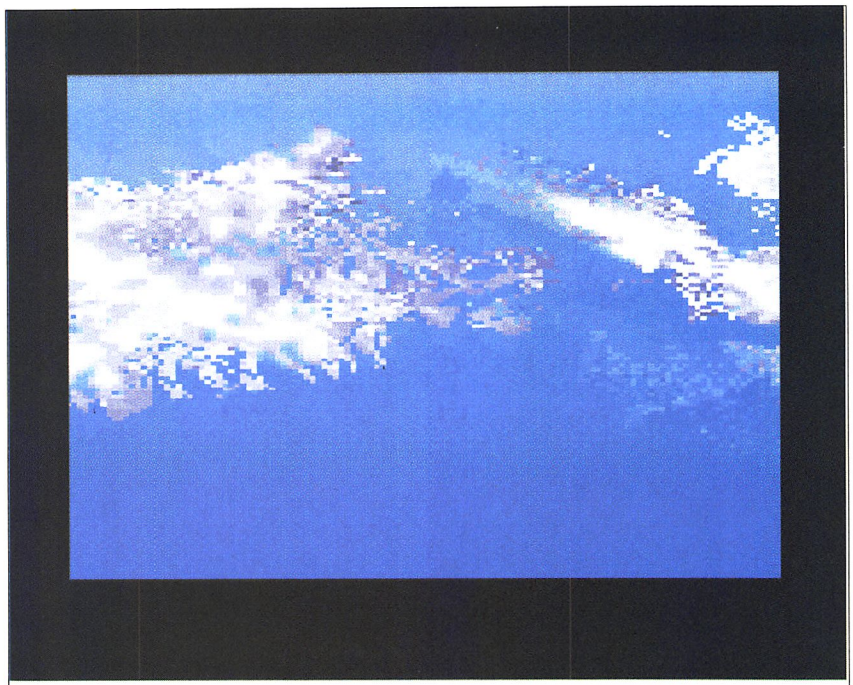

Fig. 4

the cleanup, returning the picture to whatever it was when Background/Fix was selected. Meanwhile, back at the beach, the stencil continues to protect the wave and you can now have another go at getting it right.

Memory problems

Unfortunately it will not be possible to use the fixed background effect on all systems. Bear in mind that Deluxe Paint is currently juggling a custom brush (the ripple), at least one colour range, an active stencil and now, a fixed background. This is all very memory marauding. Should your system pop up an insufficient memory message, you'll just have to save the current picture (plus a backup) so that, should the wavelets not be to your taste, you can reload the original picture before having another go - or shell out for the memory.

By the way, what you see above the main comber at the top of Figure 3 is not a simple spray of wavelets. No, this finished ocean also employed some subtle Mode menu routines. After the wavelets were lightly spread, Mode/Smear (F5) was used with the ripple brush and the airbrush tool to mess the surface up a bit. Mode/Smooth (F8) was employed with the second largest built in brush along the second wave to even out the sharpish edges. Finally Mode/Blend (F6) and a scattered multi-pixel brush were pressed into action using the airbrush and sketch tool randomly to finish off the effect. I'm not going to say there wasn't plenty of background fixing, screen clearing and sundry undoings going on throughout my artistic attempts but hey, do you get it right the first time?

What, then, of the foreground froth and bubbles, the shallow water? Make a new stencil to protect all but the background colour. Draw a filled rectangle below the main breaker using a mid to dark blue chosen from the ocean colour range. Leave enough room at the bottom of the screen for the sandy beach. Create yet another new stencil to protect all

Fig. 5

but the blue rectangle. Using the ripple brush and the airbrush tool, spread a scattering of wavelets into this shallow water area.

Once again, apply Mode/Smear to scatter the result even more. Rotating the Ripple brush using the keyboard "x" key may add a further dimension to the sea. Grab a multi pixelled brush from the tool box to use with Mode/Blend to complete the temporary effect. Turn off the stencil.

We leap now to the palette requester. Create a sweep of sandy colours for the beach, then a spread from the palest yellow through to light blue (there'll be some delicate aqua colours in there) before finally continuing the spread to the darker blues of the ocean. Something like the colours around Figure 3 should be good. Use these colours to set up several new colour ranges for the beach, the beach/surf interface and the foam from the spent waves.

Beach Building

Compose a range of yellows for the sand and use them in a simple vertical gradient fill below the shallow water. Grab the second largest built in round brush then select the airbrush tool using the right mouse button. Adjust the airbrush down to about 15 pixels diameter. Select Blend from the Mode menu, and use the airbrush to create a more realistic blend between beach and shallows. Try using various sizes and types (round, scattered pixel) of brushes. Adjust the size of the airbrush as required, swap between Color, Blend and Smear on the hop, add a few very light - even white - highlights and before long the area close to the beach will take shape. The same method, using white and aqua highlights, serves to develop the white water in the shallows. A little light splashing of pale aqua and pale blue, suitably blended and smoothed into the unbroken area of the main wave, will serve to give it a more watery look.

The Sky

This is another vertical gradient fill. 'Course a sky needs clouds to save it from unsightliness. Clouds were discussed back in May '94. This month's clouds, however, have an additional enhancement. After smoothing several light blueish grey shades together to form the basic cloud, Mode/Smear was used to "spread" the cloud and make it look windswept, before using Mode/Blend to take out the sharp edges. Once again, use various brushes and a mixture of Sketch, Draw and Airbrush. Experimentation is the name of the game. Spreading and smearing, blending and shading, highlighting and smoothing.

Except for the bird. I was playing the old Aegis game "Ports Of Call". An old chestnut, but fun for any strategist. Unless it's a strategist of my calibre. My last ship was going down in my umpteenth game when this bird appeared. It must be an albatross. Still, hung in the sky there with a small shadow cast on the beach it made a fitting end to the scene and to me.

❑

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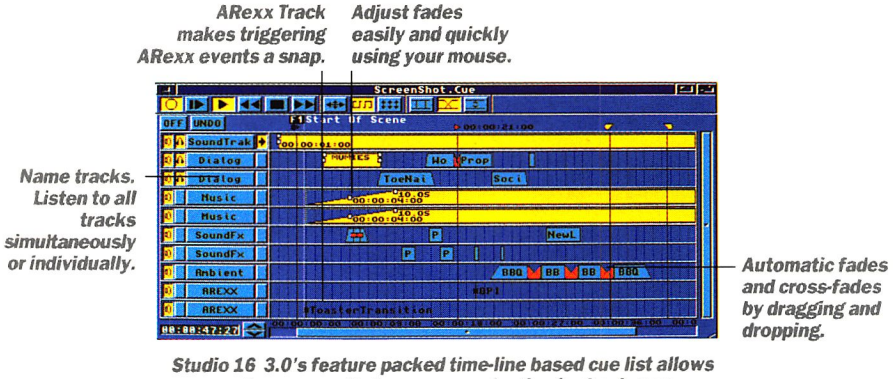

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Crazy Diamond BBS	(03) 570-2303	V.21 V.22 V.22bis V.32 V.32bis V.FC
Cyberspace BBS	(03) 337-1721	V.22 V.22bis V.32 V.32bis
Dark Crystal	(03) 720-7724	V.22 V.22bis V.32 V.32bis
Dragons Lair BBS	(03) 383-3526	V.21 V.22 V.22bis V.23 V.32 V.32bis
Empire BBS	(03) 591-0020	V.22 V.22bis V.32 V.32bis V.FC
FireBase One	(03) 877-6660	V.21 V.22 V.22bis V.32 V.32bis
Flashpoint BBS	(03) 521-9883	V.21 V.22 V.22bis V.32 V.32bis
Flight of Fancy	(03) 726-9106	V.22bis V.32 V.32bis
Ground Zero BBS	(03) 315-2292	V.22bis V.32 V.32bis V.FC
Guru Meditation BBS	(03) 331-5092	V.21 V.22 V.22bis V.23 V.32 V.32bis
Infinite Wisdom BBS	(03) 899-9425	V.22bis V.32 V.32bis
Neptune II BBS	(03) 720-4672	V.22 V.22bis V.32 V.32bis
North West Amiga	(03) 337-3428	V.22 V.22bis V.32 V.32bis
Point Blank BBS	(03) 898-4892	V.21 V.22 V.22bis V.32 V.32bis
RatZ! BBS	(03) 553-0305	V.21 V.22 V.22bis V.23 V.32
Revolution BBS	(03) 761-9022	V.21 V.22 V.22bis V.23 V.32 V.32bis
Southern Amiga Systems	(03) 540-0294	V.21 V.22 V.22bis V.23 V.32 V.32bis
Studio-101 BBS	(03) 704-8260	V.21 V.22 V.22bis V.32
The Baudwalk	(03) 704-1940	V.22 V.22bis V.32 V.32bis
The Bermuda Triangle BBS	(03) 876-5294	V.22 V.22bis V.23 V.32 V.32bis V.FC
The Hidden Garden BBS	(03) 583-6173	V.22 V.22bis V.32 V.32bis
The Roaring Rapids	(03) 894-4400	V.21 V.22 V.22bis V.23 V.32 V.32bis V.FC
Where Life Begins	(03) 795-4900	V.32
ATrax BBS	(042) 68-2359	V.21 V.22 V.22bis V.23
Mr Beans BBS	(042) 85-1327	V.22bis V.32 V.32bis
PkMt BBS	(042) 85-3349	V.21 V.22 V.22bis V.23
Shadow Run BBS	(042) 97-0958	V.22 V.22bis V.23 V.32 V.32bis
STEEL CITY BBS	(042) 96-2591	V.22bis V.32 V.32bis
STEEL CITY II	(042) 96-6099	V.21 V.22 V.22bis V.23 V.32
The Outer Limits BBS	(042) 26-5270	V.21 V.22 V.22bis V.23 V.32 V.32bis
Wild Side	(042) 57-1924	V.21 V.22 V.22bis V.23 V.32 V.32bis
Budgewoi BBS	(043) 99-2590	V.21 V.22 V.22bis V.23 V.32 V.32bis
EDUCATE.BBS	(043) 53-2163	V.21 V.22 V.22bis V.23 V.32 V.32bis
RAM CRAM	(043) 99-2016	V.21 V.22 V.22bis V.32
The Round Table	(043) 43-3036	V.21 V.22 V.22bis V.23 V.32
VIVA! BBS	(043) 23-3982	V.21 V.22 V.22bis V.23 V.32 V.32bis V.FC
Amiga Exchange Australia	(045) 73-6314	V.22bis V.32
Blue Crystal BBS	(045) 72-0373	V.21 V.22 V.22bis V.32 V.32bis
Dungeon BBS	(049) 47-1293	V.21 V.22 V.22bis V.32 V.32bis
Hollow Pursuits	(049) 29-2285	V.22bis V.32 V.32bis
Inquestor BBS	(049) 72-1647	V.21 V.22 V.22bis V.23 V.32
MEGA Link TBBS	(049) 58-7099	V.21 V.22 V.22bis V.23 V.32 V.32bis PEP
Jeff's Amiga Board	(051) 26-1031	V.21 V.22 V.22bis V.23 V.32 V.32bis
Metropolis	(051) 22-1481	V.21 V.22 V.22bis V.32 V.32bis
Portal	(051) 99-2869	V.21 V.22 V.22bis V.23 V.32 V.32bis

BBS Listing

Rosedale BBS!	(051) 99-2781	V.21 V.22 V.22bis V.23 V.32 V.32bis
The Oracle	(052) 41-2483	V.22 V.22bis V.32 V.32bis
TJ's BBS	(052) 72-1389	V.22 V.22bis V.32 V.32bis V.FC
Sub Zero BBS	(053) 42-0845	V.21 V.22 V.22bis V.32 V.32bis
High Voltage	(054) 46-7782	V.21 V.22 V.22bis V.23 V.32 V.32bis
Total Eclipse BBS	(054) 41-6527	V.22 V.22bis V.23 V.32 V.32bis
Swag BBS	(055) 21-7309	V.21 V.22 V.22bis V.23 V.32 V.32bis
The Silicon Bit BBS	(058) 53-1022	V.21 V.22 V.22bis V.23 V.32 V.32bis V.FC
Cockatoo Chat BBS	(059) 68-9229	V.21 V.22 V.22bis V.32 V.32bis
Talisman BBS	(059) 44-4061	V.21 V.22 V.22bis V.32 V.32bis V.FC
ACME BBS	(06) 291-5022	V.22 V.22bis V.32 V.32bis
Amiga Empire	(06) 292-6826	V.21 V.22 V.22bis V.23 V.32 V.32bis
Amiga Power BBS	(06) 292-5535	V.21 V.22 V.22bis V.32 V.32bis
Desktop Utilities BBS	(06) 239-6659	V.21 V.22 V.22bis V.23 V.32
Sonic BBS	(06) 294-3439	V.22bis V.32
AustraLINK	(063) 53-1329	V.21 V.22 V.22bis V.32 V.32bis
LiNE jAMMER BBS	(063) 32-4043	V.22bis V.32 V.32bis
Triops BBS	(063) 62-9715	V.21 V.22 V.22bis V.23 V.32
Western District BBS	(063) 53-1329	V.21 V.22 V.22bis V.32 V.32bis
AFX BBS	(065) 82-5504	V.21 V.22 V.22bis V.32 V.32bis
Bedrock	(065) 82-4011	V.21 V.22 V.22bis
Computers & Things BBS	(065) 84-9039	V.21 V.22 V.22bis
Virtual Visions	(066) 29-5169	V.21 V.22 V.22bis V.32 V.32bis
Buzzards Haven	(067) 72-1438	V.21 V.22 V.22bis V.23
Scotty's BIG RED Bus	(067) 62-0241	V.21 V.22 V.22bis V.32 HST
NSW Country TBBS	(068) 69-1754	V.21 V.22 V.22bis V.32 V.32bis
A Politicly CORRUPT Board	(07) 862-9236	V.21 V.22 V.22bis V.23 V.32 V.32bis
Ability BBS	(07) 351-3590	V.21 V.22 V.22bis V.23 V.32 V.32bis
Amiga Adventure	(07) 216-8538	V.21 V.22 V.22bis V.23
Amiga Expansion BBS	(07) 869-1724	V.32bis V.FC
Atom BBS	(07) 812-1249	V.21 V.22 V.22bis V.23 V.32
Black Cat BBS	(07) 394-4826	V.21 V.22 V.22bis V.23
Black Magic BBS	(07) 804-0617	V.21 V.22 V.22bis V.32 V.32bis V.FC
Commodore-Amiga CUG BBS	(07) 300-6357	V.21 V.22 V.22bis V.23 V.32
Cyber Matrix	(07) 205-2397	V.32bis
DataNet Information Services	(07) 856-2264	V.21 V.22 V.22bis V.23 V.32 V.32bis
Der Zauberberg	(07) 892-4349	V.22 V.22bis V.32 V.32bis V.FC
Dragon's Lair BBS	(07) 818-0531	V.21 V.22 V.22bis V.23 V.32
EvilDead	(07) 879-0108	V.22 V.22bis V.23 V.32 V.32bis HST
Goodies & Bits	(07) 285-1130	V.22bis V.32 V.32bis V.FC
Goose's Nest	(07) 892-4320	V.21 V.22 V.22bis V.23 V.32 V.32bis
Harry's Hotline BBS	(07) 264-3967	V.22 V.22bis V.23 V.32 V.32bis
NiteBreed BBS	(07) 892-7278	V.21 V.22 V.22bis V.32 V.32bis V.FC
Power BBS	(07) 821-1067	V.22bis V.32 V.32bis
Power Up Information Exchange	(07) 399-1322	V.22 V.22bis V.23 V.32 V.32bis V.FC
Pro-Amiga 2000	(07) 372-9927	V.21 V.22 V.22bis V.32 V.32bis
Sidecar Express BBS	(07) 805-5928	V.21 V.22 V.22bis V.32 V.32bis V.FC
Soft-Tech/GCSBBS	(07) 869-1131	V.21 V.22 V.22bis V.23 V.32 V.32bis V.FC
SuPaCom	(07) 890-1844	V.22 V.22bis V.32 V.32bis
Techniq	(07) 273-1879	V.21 V.22 V.23 V.32 V.32bis
The Brisbane Pinnacle BBS	(07) 341-9560	V.32bis
The Linenoise BBS	(07) 800-0016	V.21 V.22 V.22bis V.23 V.32 V.32bis PEP
The R.A.B.B.I.T. BBS	(07) 203-4071	V.21 V.22 V.22bis V.23 V.32
The WonderLand BBS	(07) 300-6164	V.21 V.22 V.22bis V.32 V.32bis
Transcendental Connection	(07) 281-9418	V.21 V.22 V.22bis V.23 V.32 V.32bis
Verbal Verbatim	(07) 396-4054	V.32bis
XyonicS BBS	(07) 808-4806	V.22 V.22bis
Dragon's Den	(070) 91-4080	V.21 V.22 V.22bis V.23 V.32

The Ice Cave	(070) 31-4186	V.21 V.22 V.22bis V.23 V.32 V.32bis V.FC
Dark Lands BBS	(071) 28-4900	V.21 V.22 V.22bis V.23 V.32 V.32bis
Closer to Home BBS	(074) 97-6293	V.21 V.22 V.22bis V.32 V.32bis V.FC
CLOWN	(074) 42-2597	V.21 V.22 V.22bis V.32 V.32bis V.32terbo
Feral Zone BBS	(074) 45-9886	V.21 V.22 V.22bis V.23 V.32 V.32bis
Omega BBS	(074) 99-9307	V.21 V.22 V.22bis V.23 V.32 V.32bis V.FC
The Galaxy GateWay Computer System	(074) 26-8557	V.22 V.22bis V.32 V.32bis
Action Online	(075) 92-4399	V.21 V.22 V.22bis V.23 V.32 V.32bis V.FC
Aust Super Sleuth's BBS	(075) 97-0454	V.22bis V.32 V.32bis V.FC
Blitz BBS	(075) 78-5370	V.21 V.22 V.22bis V.23 V.32 V.FC
Paradise BBS	(075) 74-8611	V.21 V.22 V.22bis V.32 V.32bis V.FC
SaNcTuaRy BbS	(075) 96-1926	V.22bis
Future Dimensions & The Quickening	(076) 91-0363	V.21 V.22 V.22bis V.23 V.32 V.32bis
New World BBs	(076) 36-2136	V.21 V.22 V.22bis
MegaTech BBS	(077) 83-5397	V.21 V.22 V.22bis V.23 V.32 V.32bis
The Erotica BBS	(077) 79-5243	V.22 V.22bis V.32 V.32bis
5th Dimension	(08) 365-1007	V.21 V.22 V.22bis V.23 V.32 V.32bis
Adam	(08) 370-5775	V.21 V.22 V.22bis V.23 V.32 V.32bis
any POINT between...	(08) 281-9546	V.21 V.22 V.22bis V.32 V.32bis V.FC
BackRoom BBS	(08) 341-5955	V.21 V.22 V.22bis V.23 V.32 V.32bis
BeeJay's	(08) 337-0021	V.21 V.22 V.22bis V.23 V.32 V.32bis
CDP BBS	(08) 370-7715	V.21 V.22 V.22bis
Centre Point	(08) 265-0485	V.21 V.22 V.22bis V.23 V.32 V.32bis
Deep Woods BBS	(08) 287-2224	V.22 V.22bis V.32 V.32bis
DISTRIBUTOR BBS	(08) 341-5255	V.21 V.22 V.22bis V.23 V.32
Fishbowl	(08) 277-1361	V.22bis
Fred's BBS	(08) 341-5944	V.21 V.22 V.22bis V.23
HOT-LINE BBS	(08) 373-5136	V.21 V.22 V.22bis V.23 V.32 V.32bis V.FC
Ireland's Own BBS	(08) 281-6485	V.21 V.22 V.22bis V.23 V.32 V.32bis
Mystic BBS	(08) 284-0068	V.21 V.22 V.22bis V.32 V.32bis
Night Shift bbs	(08) 326-5356	V.21 V.22 V.22bis V.23 V.32
SA Country CLUB	(08) 284-7992	V.21 V.22 V.22bis V.32 V.32bis
Starbase 79	(08) 361-2467	V.21 V.22 V.22bis V.23 V.32 V.32bis
The Attic	(08) 384-4762	V.22 V.22bis V.23 V.32 V.32bis
The Dominion BBS	(08) 377-1984	V.21 V.22 V.23 V.32 V.32bis
The Lions Den BBS	(08) 289-7365	V.21 V.22 V.22bis V.23 V.32 V.32bis
Wombat BBS!	(08) 284-0754	V.21 V.22 V.22bis V.23 V.32 V.32bis
South Coast BBS	(085) 56-3796	V.21 V.22 V.22bis V.32
Amiga Retreat	(089) 45-1516	V.21 V.22 V.22bis V.23 V.32 V.32bis
CyberNet IV	(089) 45-3638	V.21 V.22 V.22bis V.23 V.32 V.32bis V.FC
1984 The Revolution	(09) 332-1567	V.21 V.22 V.22bis
1990 MultiLine	(09) 370-3333	V.21 V.22 V.22bis V.23 V.32 V.32bis V.FC
AmigaLynk	(09) 592-6955	V.21 V.22 V.22bis V.23 V.32 V.32bis
Byteline BBS	(09) 497-4888	V.21 V.22 V.22bis V.23 V.32 V.32bis
Compulsive Computing	(09) 419-1808	V.21 V.22 V.22bis V.23 V.32 PEP
E.T's Home Phone BBS	(09) 367-4089	V.21 V.22 V.22bis V.23 V.32 V.32bis
Information Centre of Australia	(09) 493-5445	V.21 V.22 V.22bis V.23 V.32 V.32bis
Moonbase Alpha	(09) 345-2042	V.21 V.22 V.22bis V.32 V.32bis
Pilbara Amiga BBS	(09) 419-2717	V.21 V.22 V.22bis V.23 V.32 V.32bis
Pivot BBS	(09) 351-8401	V.21 V.22 V.22bis V.32
Snow Leopard	(09) 245-2511	V.21 V.22 V.22bis V.23 V.32 V.32bis
STAR-BYTE BBS	(09) 458-1255	V.21 V.22 V.22bis V.23 V.32 V.32bis V.FC
tHE C.I.A. BBS!	(09) 249-2790	V.21 V.22 V.22bis V.23 V.32 V.32bis
The Information Centre	(09) 344-8888	V.21 V.22 V.22bis V.23 V.32 V.32bis PEP
The Matrix BBS	(09) 279-1745	V.22 V.22bis V.32 V.32bis V.32terbo
The Wizards Lair BBS	(09) 439-3324	V.21 V.22 V.22bis V.23 V.32 V.32bis
The Wombat's Burrow BBS	(09) 528-1689	V.22 V.22bis V.23 V.32 V.32bis

Fish Disk Listing 800-1000

CONTENTS OF DISK 800

ColorSaver
A "pop-up-anywhere" (almost!) color palette commodity with several features I could not find in other palette tools. Features include: Load/Save color palettes; Sliders selectable between RGB/HSV; Copy, Swap, Range Functions; Complement selected color; Left/right shifting of the entire palette; Ability to permanently alter (patch) the color tables of executables with a statically allocated color table. Requires OS2.04 or greater. Version 0.84 (alpha release), includes source. By Dan Fish

DocDump
A print utility that puts 4 pages of text on one sheet of paper, including page-headers. Beside the normal Dump mode, a double-sided Booklet mode is also available. DocDump uses its own printer drivers, making one yourself is easy. V3.6, binary only, shareware. By Robert Grob

Enforcer
A tool to monitor illegal memory access for 68020/68851, 68030, and 68040 CPUs. This is a completely new Enforcer from the original idea by Bryce Nesbitt. It contains many new and wonderful features and options and no longer contains any exceptions for specific software. Enforcer can now also be used with CPU or SetCPU FASTROM or most any other MMU-KS- Mapping tool. Major new output options such as local output, stdout, and parallel port. Highly optimized to be as fast as possible. V37.28, an update to V37.26 on disk number 773. Requires V37 of the OS or better and an MMU. By Michael Sinz

IffBoot
Inspired from BOOTLOGO by Markus Illenseer, allows you to show any IFF file during bootup that will exit when the WB appears. V1.0, requires OS 2.04 or greater, binary only, includes some sample pictures. By Colin Bell, some IFF pics by Justin Trevena

Least
A small, handsome, text displayer that only supports those functions most frequently used. String searching is performed with the very fast Boyer-Moore algorithm. Also checks itself for link viruses. Runs from both WB and CLI. Separate version LeastP also deals with powerpacked files. Has been tested under both KS 1.3 and 2.0. Version 0.04, binary only. By Thorsten Koschinski

Moontool
A port of John Walker's moontool program for UNIX. It gives a variety of statistics about the moon, including phase, distance, angular, size and time to next full moon. A schematic of the current phase is also shown as a picture. This is illustrative only; the accurate phase is shown in the text. V1.0, binary only. By John Walker, Amiga port by Eric G. Suchanek

MungWall
Munges memory and watches for illegal FreeMem's. Especially useful in combination with Enforcer. Output can go to either the serial or parallel port. Includes a new MungList program that examines used memory areas for MungWall tag info, and outputs a list of who owns the various pieces of allocated memory, their sizes, etc. Can even identify the owner of the memory by task name. V37.58, an update to V37.54 on disk 707. Binary only. By Commodore Amiga; submitted by Carolyn Scheppner

CONTENTS OF DISK 801

Convert
A program that provides the means to easily convert numerical values between international, Imperial and US systems of measurement. It does this in twelve fields of measurement, including area, capacity, density, energy, fuel consumption, length, power, pressure, speed (velocity), temperature, volume and weight. It has a flexible, easy to use GUI and works under OS 1.3 and 2.xx. The registered version also has an ARexx port. V2.0, shareware, binary only. By Mike Fuller

CyberCron
A cron utility for AmigaDOS 2.0. Uses the new, more flexible, AmigaDOS 2.0 technique for running programs. Offers an extended set of options that may be specified for any given event. V1.5, an update to V1.3 on disk 682, and includes various bug fixes, code tweaks, four new ARexx commands, documentation in AmigaGuide format, and more. Includes source. By Christopher Wichura

CyberX10
A program that can be used to control the CP290 home computer interface for use with the X10 home automation system. It requires KS 2.04+ and supports localization under Work-Bench 2.1+. Includes documentation in AmigaGuide format. Includes source. By Christopher Wichura

Luna
A small program that will display the time and date of the phases of the moon for a month in any year from 1900 to 3000 AD. If a lunar eclipse occurs in that month, its time and date will also be displayed. It has an easy to use GUI and works under OS 1.3 and 2.xx. V1.0, freeware, binary only. By Mike Fuller

PowerData
Patches AmigaDOS, enabling all programs to read and write files packed with PowerPacker in way that is completely transparent to themselves and the system. Programs will read powerpacked datafiles directly, and will also magically start compressing their own datafiles, as they create or update them. V38.105, the official successor of another program by this author, Powerpacker Patcher. Partially localized for use with WB 2.1. Requires WB 2.04+. Shareware, binary only. By Michael Berg

TWC
Two Way Chat & Send enables you to make use of your modem's full duplex feature. With TWC you can connect to another Amiga running TWC, then you may transmit files AND chat at the same time, in both directions. GUI-driven, needs Kick-Start 2.04 or higher. V2.03, freeware, binary only. By Lutz Vieweg

CONTENTS OF DISK 802

ApplSizer
An AppIcon utility to get the size of disks, directories or files. Gives the size in bytes, blocks and the actual size occupied. Requires KS 37.175 or higher. Version 0.41, an update to version 0.20 on disk 787. Binary only. By Girard Cornu.

FastLife
A fast life program featuring an Intuition interface, 33 generations/second on Amiga 3000/25, 19 generations/second on Amiga 2000/500/1000, and 200+ patterns in text file format. Runs with KS 2.04 and later, and uses the ReqTools requester package (included). An update to V1.1 on disk 608. Changes include support for all screen modes, screens as large as memory allows, run for a specified number of generations, stop at a specific generation, CLI and ToolTypes support for file name filter and "ON" character within Picture files. V2.2, binary only. By Ron Charlton

Fd2AsmInc
This little program creates assembler include files from ".fd" files (I.E. the original Commodore .fd- files). There are several ways to format the output file. V1.0a, OS 2.xx only, freeware, includes source in assembly. By Hanns Holger Rutz

QMouse
An unusually small and feature-packed "mouse utility". Was inspired by, but not derived from, the original QMouse by Lyman Epp. Features include automatic window activation (like WindX), top-line blanking for A3000/A2320 users, systemfriendly mouse blanking, mouse acceleration/threshold, "Pop-CLI", click-to-front/back, "SunMouse", "NoClick", "WildStar", Northgate key remapping, and more. Requires KS 2.0, but is not a commodity. Only 3K. V2.30, an update to V2.21 on disk 789. Public domain, assembly source included. By Dan Babcock

CONTENTS OF DISK 803

Hackdisk
A complete replacement for trackdisk.device featuring a verify option and better performance. Hackdisk is supplied as an OS module that may be RamKick'ed or placed directly in the KS ROM. V2.00, an update to V1.12 on disk number 783. Now includes support for 150RPM HD floppy drives and untested support for 5.25 inch drives. Free for non- commercial use, assembly source included. By Dan Babcock

HyperANSI
The ultimate in ANSI editors. Allows you to edit up to 999 pages at a time, with a unique 'transparency' mode which allows you to 'see through' the pages (and save as a single page). Other features include: Copy, Move, Fill, Replace, Text alignment & justification, line drawing, character painting (colors and/or text), half character painting, and keyboard remapping for all 255 IBM characters, plus more. Shareware, V1.02, binary only. By Mike D. Nelson

MiniPac
A very tiny PacMan clone, only about 8K. Binary only. By Philippe Banwarth

SCAN8800
A specialized database program to store frequencies and station names for shortwave transmitters. It can also control a receiver for scanning frequency ranges. V2.27, binary only. By Rainer Redweik

CONTENTS OF DISK 804

AmigaWorld
A database program that contains information about every country on Earth. It enables you to have a look at the data of one country, or to compare several countries. It is easy to handle, and you can use it with your favourite colors, font, and even language (at the moment there are English and German data files). Requires 1MB of memory. This is freeware V1.0, Modula-2 source is available by the author. By Wolfgang Lug

DiskMate
A disk utility with multidrive disk copier (either DOS or non-DOS disks), disk formatter, disk eraser, disk installer, and floppy disk checker. V3.0, binary only. By Malcolm Harvey

Euphorion
A scrolling "shoot'em up" action-game, which contains eight different levels, bonus-stages and a highscore table. V1.1, binary only. By Carsten Magerkurth

Password
A program to password protect an AutoBooting HD based system. Supports a list of authorized users and their passwords. V1.0, binary only. By Malcolm Harvey

PubChange
PubChange is a commodity for AmigaDos 2.04. It isn't a public screen manager, but it is useful when used in conjunction with one. It is designed to make public screens easier to use. Whenever a new screen is brought to the front, this screen is examined. If it is a public screen, it is made into the default automatically without having to explicitly do it from within a public screen manager. Thus, the current default public screen is always the one which you have most recently brought to the front, and applications which use the default public screen will appear there. V1.2, an update to V1.0 on disk 771. This version fixes two serious bugs and adds minor features. Binary only. By Steve Koren

TrueEd
A shareware editor. V5.5, and update to V3.40 on disk 630. No documentation, binary only. By Jurgen Klein

CONTENTS OF DISK 805

CDTV-Player
A little utility for all those people, who'd like to play Audio-CD's, while multitasking on WB. It's an emulation of CDTV's remote control, but is a little more sophisticated. V1.5, an update to V1.0 on disk 759. Public domain, binary only. By Daniel Amor

Cleo
Implementation of a new experimental Pascal like language. Besides the normal data types, includes 2D and 3D data types, and an RGB color data type. Includes a compiler and interpreter, example programs, and documentation. V1.0, includes full source in C to compiler, interpreter, and examples. By DIALLO Barrou

Clouds
A program which creates randomly clouds on your screen. You may save them as IFF-files and use them as background for your WB. Uses new AGA-feature (5- bitplane-hires-screen). V2.0, public domain. Includes complete source in KICK-PASCAL. By Daniel Amor

RussianFonts
This is a scalable vector font. It's the Russian equivalent of the Times Roman font. It comes in two versions, ADOBE TYPE 1 (pbf-file) and PAGESTREAM FONT (dmf-file). This Font is shareware. Designed with FontDesigner. By Daniel Amor

Sizer
A small and pure shell utility that gives the size in bytes, blocks and the actual size occupied by a directory, device, file or 'assign'. Accepts multiple arguments. Version 0.81, an update to version 0.36 on disk 777. Now requires KS 37.175 or higher. Binary only. By Girard Cornu

CONTENTS OF DISK 806

HDFixer
Some of the newer A3000's have high density floppy drives. In the 37.175 version of KS, HD disks are not completely supported in HD mode. This program patches the system so that KS V37.175 owners are able to use 1.71 MB HD disks. This very user friendly, totally new programmed version, comes as a Commodity and supports the new OS2.x functions like Public Screens, scaleable fonts, shortcut gadget activation and so on. Requires WB 2.04. V2.00, an update to V1.10 on disk 690. Binary only. By Peter-Iver Edert

Icons
Some icons which can be used in the ToolManager dock window (ToolManager by S.Becker) for instance. There are also a few tips for ToolManager users in the doc file. By Andre Weissflog

MXReq
Creates a customizeable mutual exclude requester from a shell or AREXX script. The user can select one out of up to eight entries, each of them writes an own value to an environment variable. Including executable, sources, docs, examples and a small bonus tool. Version: 1.20 By Andre Weissflog

XSearch
A program to search files and directories on any Amiga device. Has options to search for files or directories matching a given name pattern, length, date of last change, iff type, comment, internal strings, and protection bits. Supports the Amiga clipboard. Uses AmigaDOS 2.0 style interface. Includes both German and English versions. Version, 1.1, an update to V1.0 on disk 724. Includes source in KICKPascal. By Stefan Pivchinger

CONTENTS OF DISK 807

RoachMotel
A game where the object is to collect all the spray cans to complete the level. If you touch any creatures you will lose one life, except when stomping on a roach or hitting a roach or boyd with your head while wearing the toupee. Written in AMOS, binary only. By Ryan Scott

VCLI
Voice Command Line Interface allows you to execute CLI or ARexx commands, or ARexx scripts, by spoken voice command through your Perfect Sound 3, Sound Master (Sound Magic), or Generic audio digitizer. VCLI is completely multitasking and will run continuously in the background, waiting to execute your voice command even while other programs may be running. With VCLI you can launch multiple applications or control any program with ARexx capability completely by spoken voice command. VCLI is compatible with both NTSC and PAL. V5.2, an update to V5 on disk number 751. New features include the capability to load alternate vocabulary files by spoken voice command, a choice of Amiga hardware timers to reduce interference with other programs, and immunity of the display to changes in system fonts. Binary only, requires AmigaDOS 2.0. By Richard Horne

VoiceCode
This file contains complete documentation for voice.library (Ver 6.4), the public domain Amiga library of voice recognition functions for the Perfect Sound 3, Sound Master (Sound Magic) and Generic audio digitizers. Included are descriptions of the functions that will allow your program to learn and recognize spoken words through your 8 bit audio digitizer. Also included are code examples in C and assembly language. By Richard Horne and David Benn

XTrash
A constant trashcan implemented as an application icon. Can erase anything; files, directories, trashcans and disks. Disk formatting requires an external formatter. Conforms closely to the AMIGA Style Guide. Requires AMIGA OS 2. V1.01, includes source in KICKPascal. By Stefan Pivchinger

CONTENTS OF DISK 808

KingFisher
A specialized database tool providing maintenance and search capabilities for the descriptions of disks in the format used by this library. KingFisher's database can span multiple (floppy) disk volumes, can be edited by text editors that support long text lines, can add disks directly from unedited email or usenet announcements, can remove disks, rebuild a damaged index, find next or previous software versions, print or export (parts of) the database, and more. Includes a database of disks 1-800. V1.15, an update to V1.11 on disk 783. Binary only. By Udo Schuermann

Look
A powerful program for creating and showing disk magazines. Supports IFF pictures, IFF brushes, ANSI, fonts, PowerPacker, and many more features. Programmed in assembly language to be small and fast. German language only. V1.5, an update to V1.2 on disk 743. Now runs on NTSC machines in interlace mode and includes many new features. Shareware, binary only. By Andri Voget.

CONTENTS OF DISK 809

CPK
A program to render a space filling representation of atoms in molecules. This is the type of representation one would find in the plastic 'CPK' (Corey, Pauling, Kendrew) models often used in organic chemistry. There are no hard coded constraints on the number of atoms it can process, it correctly handles intersecting 3- dimensional spheres by using the Bresenham circle algorithm in 3D, and computes using the the current display screen resolution for simplicity and speed. V1.0, binary only. By Eric G. Suchanek

EPU
A program like Stacker or XPK that allows applications to access compressed data from AmigaDOS devices without knowing that the data is compressed, and automatically compresses new data. The file size is not limited by memory and the settings of the handler can be changed at any time. V1.0, shareware, binary only. By Jaroslav Mechacek

GetString
A small utility that puts up a string requester and stores the result in an environment variable (either local or global) that can be used in Shell scripts. Requires OS 2.04+ and ReqTools.library. Written in E, source included. By Diego Caravana

SmallMath
"Drop-in" replacements for the Commodore IEEE math libraries for users with a math coprocessor. Since these libraries do not contain the coprocessor- emulation code normally present, they are 60%-90% smaller than the usual libraries. For the same reason, however, they cannot be used without a coprocessor. V1.2, an update to V1.1 on disk 718, fixes a bug in the cmp() function. Public domain, partial source included. By Laz Marhenke

CONTENTS OF DISK 810

Amiga E
An Amiga specific E compiler. E is a powerful and flexible procedural programming language and Amiga E a very fast compiler for it, with features such as compilation speed of 20000 lines/minute on a 7 Mz amiga, inline assembler and linker integrated into compiler, large set of integrated functions, module concept with 2.04 includes as modules, flexible type-system, quoted expressions, immediate and typed lists, low level polymorphism, exception handling and much, more. Written in Assembly and E. V2.1, public domain, includes partial sources. By Wouter van Oortmerssen

MakeDMake
An automated DMake file generator. You give it the names of all the C-files used to produce your executable (except #include'd .c or .h files), and it will automatically scan them to find all dependencies, and produce a ready to use (in many cases) DMakeFile calling DCC with options you will need for normal compilation and linking. Version 0.19, an update to version 0.15 on disk 789. Includes source. By Piotr Obminski, from original code by Tim McGrath

PrintManager
A printer spooler for AmigaDOS 2.0 or later. Works with all programs, whether they use the parallel or serial device, use PRT: or the printer device directly, are printing text or graphics, and has an Intuition interface. V1.0, binary only. By Nicola Salmoria

Snake
An updated version of the old computer game which lives in a WB window. You control a "snake" which grows by eating "frogs" and avoiding obstacles. Requires AmigaDOS 2.0. C source included. By Michael Warner

StarClock
StarClock displays time, date and stardate of

the popular TV series Star Trek in a small window on the right hand side of the WB screen. StarClock is a commodity. Requires OS 2.0 or greater. V1.01, binary only. By Michael Laurent, Volker Goehrke

TimeKeeper
A program that restores system time after resets. This is accomplished by storing the current time in a resident structure at regular intervals and restoring it at reboot. Useful for Amigas that don't have a battery backed up clock. Requires KS 2.0 or higher. V1.0, includes source in C. By Mattias Moltkesson

CONTENTS OF DISK 811

bsh
A powerful advanced shell and interpretive programming language. Runs on AmigaDOS 1.2 AmigaDOS 2.1. Major features include command history, command line editing, command substitution, redirection and piping, redirection of standard error file, concurrent piping for external commands, here documents, aliases, file name completion using wildcards (*', ?'), pattern permutations, variables, array variables, local and environment variables, variable exporting, C-like expression evaluation, conditionals, looping, more than 50 builtin commands, more than 40 builtin functions, script programming, WB startup via newbsh, directory aliases, shell window manipulation and command search by CLI path, by bsh path variable, command hashing and resident command loading. Version 0.98, shareware, binary only. By Gary Brant

MagicNoises
A MED module package including: Happy Hour, Magic Voices, Take it slow, Terminator II. By Lars Riger

WhiteLion
A new Othello (Reversi) playing program. Strong and fast, it explains the rules and plays different strategies depending on the selected level. Supports interLaced resolutions. V1.2-FD, english and german executables. ShareWare, C sources and special version available when registering. By Martin Grote

CONTENTS OF DISK 812

PPMC
The Powerpacker Mini Clone. This is powerpacker.library meeting gadtools.library: A small utility, useful for compressing any text or data file. V1.2b, an update to V1.1 on disk 751. Many new enhancements, including a complete Shell interface, hypertext documentation, a brand new look, localization, Danish, Dutch, and French catalogs, etc. Includes 68030 and 68040 versions, plus source for SAS C. By Reza Elghazi

SCAN8800
A specialized database program to store frequencies and station names for shortwave transmitters. It can also control a receiver for scanning frequency ranges. V2.28, an update to V2.27 on disk 803. Now works on NTSC Amigas. Binary only. By Rainer Redweik

CONTENTS OF DISK 813

AmigaBase
A hierachical, programmable, in-core database that runs under OS 1.3 and OS 2.0. Has a full intuition interface. Features include two display methods, filter datasets, search datasets, print datasets, and much more. Nearly everything can be realized by programming AmigaBase. Datatypes can be Integer, Real, Boolean, String, Memo (Text), Date and Time. Number of datasets is only limited by available memory. Also included in the package are some example projects. V1.21, an update to V1.20 on disk 792. Shareware, binary only. By Steffen Gutmann

GIFdatatype
This program is a datatype that understands the GIF file format. Once installed, it allows any datatype- aware programs (such as MultiView) to read GIF files as if they were IFF. You can also use them as screen backdrops. Datatypes only exist at WB3.0 and greater. V39.2, binary only. By Steve Goddard

MinedOut
A remake of the BASIC program of the same name for the Sinclair Spektrum, by Ian Andrews. Mined Out is a strategy game, like Mine on disk 725 or AMines on disk 707. The object of the game is to find a way from the bottom of the minefield to the top, to escape a computer enemy. V1.0, shareware, binary only. By Dieter Seidel

CONTENTS OF DISK 814

BootJob
The BootBlock Utility. Includes functions to store, install, view, or execute any disk bootblock. Also self- made bootblocks can be installed to disk. The most powerful function is to save any bootblock as an executable CLI-File. Now you can start every boot-util, viruschecker, game, or loader from the CLI. Also included is a drawer with 46 different bootblocks. BootJob requires Amiga OS2.x. V1.30, an update to V1.00 on disk 760. Shareware, binary only. By Michael Bialas

FIM
The Fast-Intro-Maker. Use this little IntroMaker to create your own Intros in a few minutes. Includes functions to insert selfmade IFF-Pictures, Color- Screentexts, Music and more. Final created Intros will run on OS1.2/1.3/2.x (WB/Cli). F.I.M. requires Amiga OS2.x. V2.2, an update to V1.0 on disk 760. Shareware, binary only. By Michael Bialas

MemBar
A simple program to display the free memory using a window with bars for chip and fast memory. V1.0, public domain, includes source. By Benjamin (Pink) Stegemann

Monopoly
Demo version of a Monopoly game written in C. V1.0, shareware, binary only. By Ken Gilmer

NoteEdIt
NoteEdit is a utility to write and save crypted notes. The ability of an automatic diary is included as well. V1.0, freeware, includes source. By Benjamin (Pink) Stegemann

TreeGrow
TreeGrow is a program which generates quasifractal trees or plants. The idea is taken from "Spectrum der Wissenschaft", the german release of "Scientific American". V1.0, freeware, includes source. By Benjamin (Pink) Stegemann

CONTENTS OF DISK 815

AntiCicloVir
A link virus detector that detects 27 different such viruses. Checks your disk and memory for known link viruses, and can also detect known bootblock viruses in memory. V1.7, an update to V1.6a on disk 767. Shareware, binary only. By Matthias Gutt

InspireDemo
Demo version of a new, easy to use, AmigaDOS 2.0 text editor. The demo is the same as the registered version, except that save and print are disabled in the demo. Inspire uses the new features of AmigaDOS 2.0 extensively, including using the ASL requester for font and file selection, and the gadtools library for standardized gadgets. The display database is used so you may open any type of screen that your computer is capable of. Features include an ARexx port, undo, find and replace, bookmarks, text centering, word wrap, case conversions, clipboard support, auto indenting, and more. V1.2, binary only. By Josh Van Abrahams

ShuffleRun
A game for two players. Try to collect more points than the other player. A level editor is implemented. 300 levels are included, 100 can be edited. V1.0, freeware, includes source. By Benjamin (Pink) Stegemann

CONTENTS OF DISK 816

Egypt
A small game for one or two players. Find three chests of gold in a computer generated maze. V1.0, freeware, includes source. By Benjamin (Pink) Stegemann

Look
A powerful program for creating and showing disk magazines. Supports IFF pictures, IFF brushes, ANSI, fonts, PowerPacker, and many more features. Programmed in assembly language to be small and fast. German language only. V1.6, an update to V1.5 on disk 808. Shareware, binary only. By Andr Voget.

Revenge
Revenge of the Blob, an animated interpretation using Bill Watterson's original cartoon strip character "Calvin". Tells the story of Calvin's encounter with his mother's food, and how the dreaded tapioca monster gets back at Calvin for turning his nose up at it. V1.0. By David Wiles

CONTENTS OF DISK 817

CTImer
A pair of programs for use with Sys1.3 and Sys2. CTImer will measure the execution time of any section of code from a complete program down to a single line. Freeware, includes source. By Chas A. Wyndham

EditKeys
A keymap editor. Supports editing of string, dead and modifiable keys, as well as control of repeatable and capsable status of each key. Runs equally well under AmigaDOS 1.3 or 2.0. V1.3, an update to V1.2 on disk 642. Binary only. By David Kinder

Hextract
A complete header file reference. Definitions, structures, structure members and offsets, flag values, library contents, function definitions, registers, library offsets, prototypes, and pragmas. The data from a set of V2.x Amiga and Lattice header files is included and packed for immediate reference by Hextract. V1.3, an update to V1.2 on disk 726. Freeware, includes partial source. By Chas A. Wyndham

Install
A replacement for the AmigaDOS Install command, with an Intuition front end. V1.2, an update to V1.1 on disk 643. Includes source in assembly. By David Kinder

S-Text
Turns texts into completely self-contained, self- displaying compressed files callable from WB or a CLI. S-Texts will save disk space and can be transferred from disk to disk without having to think about reader and decompression compatibility. V1.2, an update to V1.1 on disk 760. Freeware, binary only. By Chas A. Wyndham

CONTENTS OF DISK 818

LoadLibrary
Another LoadLib program, but this version runs in its own task, and uses the reqtools.library for multiselection and other user friendly file handling. All installed LoadLib libraries can also be removed from the system. Supports the locale.library and AmigaGuide. V2.52 an update to V2.52 on disk 743. Freeware, binary only. By Nils 'Jon' Grs

TankHunter
A simple action game for two players. Destroy the tank of your opponent. 50 levels are included. You can choose between sound effects or a background song. V1.0, freeware, includes source. By Benjamin (Pink) Stegemann

UUCoderWindow
An intuition user interface for the CLI commands UUEncodeX and UUDecodeX, written by Michel Bekke. Requires AmigaDOS 2.x. V1.0, freeware, binary only. By Nils 'Jon' Grs

WatchStack
A program that monitors the stack of any selected task or process 50 (PAL)/60 (NTSC) times per second and reports the allocated stack, maximum stack usage and current stack used. This program is a clone to StackWatch, disk 494, but improved a little bit. Requires AmigaOS 2.0. V2.02, binary only. By Brian Ipsen

CONTENTS OF DISK 819

JukeBox
A program to play compact digitial audio discs by emulating a graphical user interface similar to common CD players. It provides a command line oriented, fully programmable ARexx user interface, as well. V1.2522, shareware, binary only. By Franz-Josef Reichert

MemoMaster
A program that warns you about events (like birthdays and anniversaries) as they approach. V2, includes source. By Jeff Flynn

OctaMEDPlayer
Standalone player program for playing songs made with OctaMED. Can load sng+samples-format and MMD0/MMD1-modules made with MED V2.10 or later, or any version of OctaMED. Can play standard four channel Amiga songs, MIDI songs, 5 to 8 channel OctaMED songs, and multi- modules. Has a nice 2.0 look and works fine under 2.0 as well as 1.3. V4.04, an update to V3.00 on disk 688. Binary only. By Teijo Kinnunen and AMIGANUTS UNITED

CONTENTS OF DISK 820

Databench
Databench is a new low-cost Database with some nice features like fast search, filter, password, import/export and more. Includes both English and German versions. Demo version only, binary only. By Eric Hambuch APC&TCP Vertrieb

QuickFile
A flexible, fast and easy to use flat file database using random access with intelligent buffering to minimise disk access, multiple indexes for fast access to records, form and list style screens and reports, and fast sorting and searching. Files are quickly and easily defined, and fields can be added, changed, or deleted at any time. V1.2, shareware, binary only By Alan Wigginton

SysInfo
A program which reports interesting information about the configuration of your machine, including some speed comparisons with other configurations, versions of the OS software, etc. Lots of new enhancements including information on devices, resources and ports, and graphical speed comparisons. V3.11, an update to V3.01 on disk 758. Binary only. By Nic Wilson

VirusZ
A virus detector that recognizes over 500 bootblocks (200 boot viruses) and over 95 file viruses. The filechecker can also decrunch files for testing. The memory checker removes all known viruses from memory without 'Guru Meditation' and checks memory for viruses regularly. VirusZ has easy to use intuitionized menus including keycuts for both beginners and experienced users. VirusZ performs a self-test on every startup to prevent link virus infection. Written entirely in assembly language and operates with KS 1.2/1.3, OS 2.0 and OS 3.0. V3.00, an update to V2.27 on disk 786. Shareware, binary only. By Georg Hrmann

CONTENTS OF DISK 821

Diff
Port of GNU Diff, containing "cmp", "diff", "diff3", and "sdiff". Provides all the features of BSD's diff plus options to diff non-ASCII files, to ignore changes that just insert or delete blank lines, to specify the amount of context for context diffs, plus more. V2.1, an update to V1.10 on disk 281. Includes source. By Mike Haertel, et. al. Amiga port by Carsten Steger

Indent
A C source code formatter/indenter. Especially useful for cleaning up inconsistently indented code. V1.7, an update to V1.4 on disk 702. Includes source. By Various, Amiga port by Carsten Steger

CONTENTS OF DISK 822

NetHack
A screen oriented fantasy game where your goal is to grab as much treasure as you can, retrieve the Amulet of Yendor, and escape the Mazes of Menace alive. On the screen is a map of where you have been and what you have seen on the current dungeon level. As you explore more of the level, it appears on the screen in front of you. Nethack generates a new dungeon every time it is played, thus even veteran players will continue to find it entertaining and exciting. This is part 1 of a 3 part distribution. Part 1 contains the binary portion of the distribution. Part 2 and part 3 contains the source portion of the distribution, and can be found on disk 823 and 824. V3.1pl0, an update to V3.0pl10 on disk 460. Includes source. By Various; see documentation

CONTENTS OF DISK 823

NetHack
A screen oriented fantasy game where your goal is to grab as much treasure as you can, retrieve the Amulet of Yendor, and escape the Mazes of Menace alive. On the screen is a map of where you have been and what you have seen on the current dungeon level. As you explore more of the level, it appears on the screen in front of you. Nethack generates a new dungeon every time it is played, thus even veteran players will continue to find it entertaining and exciting. This is part 2 of a 3 part distribution. Part 1 contains the binary portion of the distribution and can be found on disk 822. Part 2 contains part of the source and part 3 (on disk 824) contains the remainder of the source. V3.1pl0, an update to V3.0pl10 on disk 460. Includes source. By Various; see documentation

CONTENTS OF DISK 824

AlphMan
A programmer tool which may help you to create an intuition or gadtools user interface. It opens a window with a gadget for each keyboard key. If you press a key the dependent gadget will be disabled. So you may check whether a key has been used or not. Requires AmigaDOS 2.04 or higher. V1.00, freeware, binary only. By Hans-Peter Guenther

GadgetTest
A programming example of how to create and handle all of the types of the new AmigaDOS 2.04 gadgets. Requires AmigaDOS 2.04 or higher. Version 0.01, includes source. By Hans-Peter Guenther

NetHack
A screen oriented fantasy game where your goal is to grab as much treasure as you can, retrieve the Amulet of Yendor, and escape the Mazes of Menace alive. On the screen is a map of where you have been and what you have seen on the current dungeon level. As you explore more of the level, it appears on the screen in front of you. Nethack generates a new dungeon every time it is played, thus even veteran players will continue to find it entertaining and exciting. This is part 3 of a 3 part distribution. Part 1 contains the binary portion of the distribution and can be found on disk 822. Part 2 contains part of the source and can be found on disk 823. Part 3 contains the remainder of the source. V3.1pl0, an update to V3.0pl10 on disk 460. Includes source. By Various; see documentation

Pager
A program to number lines and pages for various kinds of text. It uses printf style formattings and has a lot of cli options, including lines per page, multiple sources, quiet option etc. Requires AmigaDOS 2.04 or higher. V1.00, freeware, binary only. By Hans-Peter Guenther

CONTENTS OF DISK 825

All
The Archiving Intuition Interface makes things easier if you are archiving or dearchiving files. You can do it all with the click of a mouse button, instead of typing in a whole line in the CLI. V1.35, an update to V1.03 on disk 799. Now supports KS 2.xx as well as 1.3. Supports several archiving formats including LHa, Zoo, Arc, UnArj, and UnZip. Requires reqtools.library. Shareware, binary only. By Paul Mclachlan

ASokoban
An implementation of the UNIX game Sokoban for the Amiga. Has the original 85 levels of the UNIX game, a nice Intuition GUI, undo and backup functions, and is fully multitasking. Requires KS 2.0. V1.1, binary only. By Panagiotis Christias

VirusChecker
A virus checker that can check memory, disk bootblocks, and all disk files for signs of most known viruses. Can remember nonstandard bootblocks that you indicate are OK and not bother you about them again. Includes an ARexx port. V6.22, an update to V6.06 on disk 680. Binary only. By John Veldthuis

WComm
A commodity which enables the user to manipulate windows with 43 user definable hotkey commands. You can move, size, resize, set to prefs, zoom, exclude, include, close tile cascading, and kill windows. You can cycle screens. WComm also has a title clock, a palette window (with up to 256 colours), a popup shell, and a notify system, which can inform you about any important event and date, such as the birthdays of your friends, etc. You may also automatically start any command, a backup for example, at specific intervals. WComm is controlled by some configuration files and can be handled by the use of the several asynchronous windows. Requires AmigaDOS 2.04 or higher. V1.80, freeware, binary only. By Hans-Peter Guenther

CONTENTS OF DISK 826

Asteriods
A very nicely done asteriods game. All images and sounds are loaded from disk as IFF files, and can be replaced by the user if desired. This demo version has been partially disabled to keep the player from going past level 5. Version 0.85, shareware, binary only. By Mike Seifert

Date2Day
A simple program that gives the day name for the date selected by three gadgets. Uses GadTools library, so requires AmigaDOS 2.04 or higher. Version 0.1, binary only. By Grard Cornu

DMEFReq
A tool to replace the arp filerequester calls of dme or other editors with the asl one. It saves the selections to some env variables which can be easily examined from rexx or batch scripts. Includes examples of how to use it in DMe. Requires AmigaDOS 2.04 or higher. V1.00, freeware, binary only. By Hans-Peter Guenther

MemSnap
A small memory monitor useful for seeing how much memory other programms take up. Based on a program called Memeter, which broke under KS 2.0. Requires KS 2.0 or higher. V1.1, an update to V1.0 on disk 696. Includes source. By Martin W. Scott

SoftLock
A program to help prevent unauthorized access of your boctable hard drive by requiring a password each time you reboot. Has been tested under both AmigaDOS 1.3 and 2.04. V1.0.2, an update to V1.0.1 on disk 633. Shareware, binary only. By Allan Baer

CONTENTS OF DISK 827

AMaster
An address database program with sort, search and selections after each field. The number of entries depends only on the free memory. Has a lot of print options including a print to screen function. Has a full online help system. Includes both German and English versions. Is font independent and has been tested under 2.04 and 3.0. Requires AmigaDOS 2.04 or higher. V1.52, freeware, binary only. By Hans-Peter Guenther

AskReq
This is another batchfile requester. It displays a message and prompts the user for a string or optionally for a number. It may be also used to request a choice between the specified gadgets. Has a lot of CLI options. Requires AmigaDOS 2.04 or higher. V1.00, free-

ware, binary only. By Hans-Peter Guenther

AskVersion
This little program can be used to check whether you are running under AmigaDOS 1.3 or AmigaDOS 2.04. You can put it into your startup-sequence to execute a 1.3 boot-up script. Version 0.01, public domain, includes source. By Hans-Peter Guenther

AztecErr
A Manx quickfix support program. If you use the quickfix option of AztecC V5.xx, you can set CCEDIT to this program. It opens a window which displays all errors one after another. It also has an ARexx port and a gadtools user interface. V1.25 an update to V1.0 on disk 761. Removed some enforcer hits and is now font independent. Requires AmigaDOS 2.04 or higher. Freeware, binary only. By Hans-Peter Guenther

CloseWD
A tool which enables you to kill windows which are left on any screen from other programs, which have been terminated by gurus or other things. You can specify the window by pattern matching in the string gadget or by setting a timeout that gives you time to select the proper window. It has a gadtools interface and an "ask- before-closing" option. V2.11 an update to V1.2 on disk 742. Removed some enforcer hits and is now font independent. Requires AmigaDOS 2.04 or higher. Freeware, binary only. By Hans-Peter Guenther

FRequest
FRequest is a handy program which lets you select a file by using the ASL file requester and executes a CLI command with the given selection. FRequest can be easily used in batch files and has a lot of options. You can use it as an frontend for any program which does not directly support filerequester selections. It exchanges '[]' in the specified command line with the selection. It has a debug ability for testing of options before execution. V1.55, an update to V1.5 on disk 743. It now supports multiple file selections and the save filerequester option. Requires AmigaDOS 2.04 or higher. Freeware, binary only. By Hans-Peter Guenther

PickFile
A random generated executor. It uses a file, or optionally a directory, to start the given commandline which the selection. Can be easily used for slideshows, wbpattern, font, wbpicture changes. Any []'s will be exchanged with the selection. Includes examples. Requires AmigaDOS 2.04 or higher. V1.00, freeware, binary only. By Hans-Peter Guenther

CONTENTS OF DISK 828

DiskTest
A utility to test the integrity of floppy and hard disks, ala Norton Utilities. V2.03, an update to V1.18 on disk 663. New features include a completely revised GUI, implemented with a text scroller. Requires AmigaDOS 2.04 or later. Public domain, includes source. By Maurizio Loreti

Post
An excellent PostScript interpreter for the Amiga which implements the full Adobe language. Supports type 1 and type 3 fonts, screen output, file output, and printer output. V1.86enh, an update to V1.7 on disk 669. In this enhanced version all AmigaDOS 1.3 compatibility has been removed to facilitate a better, more consistent user interface using GadTools menus and GadTools gadgets, full support for and use of ASL file requesters has been added, many bugs have been fixed, and the source has been upgraded to work with SAS C 6.x. Requires AmigaDOS 2.04 or later. Includes source. By Adrian Aylward, enhancements by Robert Poole

PSFonts
Postscript font files from the GNU Ghostscript 2.5.2 distribution, for use with the "Post" postscript interpreter on disk 828. This is part one of a three part distribution. Parts two and three can be found on disks 829 and 830 respectively. By Various, see docs.

CONTENTS OF DISK 829

PSFonts
Postscript font files from the GNU Ghostscript 2.5.2 distribution, for use with the "Post" postscript interpreter on disk 828. This is part two of a three part distribution. Parts one and three can be found on disks 828 and 830 respectively. By Various, see docs.

CONTENTS OF DISK 830

PSFonts
Postscript font files from the GNU Ghostscript 2.5.2 distribution, for use with the "Post" postscript interpreter on disk 828. This is part three of a three part distribution. Parts one and two can be found on disks 828 and 829 respectively. By Various, see docs.

CONTENTS OF DISK 831

GrabKick
A tool to copy the contents of any KS ROM into a file. Note that there are many legitimate reasons for wishing to make a file copy of a ROM image. I don't condone using this program for any illegal uses however. You should be aware of the laws in your region with regard to fair use of software, including software contained in ROMS. V1.1, includes source. By Ralf Gruner

Term
A gift-ware telecommunications program written for AmigaOS 2.0 or higher. Features include total configurability, full ARexx control, Xpr-transfer support, filetype-identification after download, cut & paste/point-and-click on screen, auto upload and download, unlimited size scrollable review buffer, solid and fully-featured VT102/VT220/ANSI emulation, support for external terminal emulation libraries, optional fast atomic terminal emulation, hotkey support, powerful phonebook and dialing functions, ability to save and print the contents of the screen as IFF-ILBM or ASCII file, full overscan and screen resolution support (AGA and ECS screen modes included), asynchronous operation and a lot more. V3.1, an update to V2.3 on disks 725 and 730. This is part one of a three part distribution, and contains the main program, documentation, and auxiliary data files. By Olaf 'Olsen' Barthel

CONTENTS OF DISK 832

FakeKey
A utility for use in scripts with programs like Diskcopy that require the user to press a key before the program runs. It sends a user-specified key press to the active window, after an optional delay. Requires AmigaDOS 2.04 or higher. V1.0. Includes source in assembly. By Douglas Nelson

NameThatMonster
A commodity for use with Moria and similar games that use the slash key for identification. It allows you to identify a monster or object with a single press of the middle mouse button. Requires 2.04 or higher and a three button mouse. Includes source in F-Basic. By Douglas Nelson.

Term
A gift-ware telecommunications program written for AmigaOS 2.0 or higher. Features include total configurability, full ARexx control, Xpr-transfer support, filetype-identification after download, cut & paste/point-and-click on screen, auto upload and download, unlimited size scrollable review buffer, solid and fully-featured VT102/VT220/ANSI emulation, support for external terminal emulation libraries, optional fast atomic terminal emulation, hotkey support, powerful phonebook and dialing functions, ability to save and print the contents of the screen as IFF-ILBM or ASCII file, full overscan and screen resolution support (AGA and ECS screen modes included), asynchronous operation and a lot more. V3.1, an update to V2.3 on disks 725 and 730. This is part two of a three part distribution, and contains the main program as a 68020/030/040 executable, and the program source code. By Olaf 'Olsen' Barthel

CONTENTS OF DISK 833

Term
A gift-ware telecommunications program written for AmigaOS 2.0 or higher. Features include total configurability, full ARexx control, Xpr-transfer support, filetype-identification after download, cut & paste/point-and-click on screen, auto upload and download, unlimited size scrollable review buffer, solid and fully-featured VT102/VT220/ANSI emulation, support for external terminal emulation libraries, optional fast atomic terminal emulation, hotkey support, powerful phonebook and dialing functions, ability to save and print the contents of the screen as IFF-ILBM or ASCII file, full overscan and screen resolution support (AGA and ECS screen modes included), asynchronous operation and a lot more. V3.1, an update to V2.3 on disks 725 and 730. This is part three of a three part distribution, and contains the documentation in DVI and PostScript formats. By Olaf 'Olsen' Barthel

ZIP
A program which can interpret and run standard series and interactive fiction plus Infocom game files. Includes sound and proportional font support and other Amiga specific features. V1.00, Amiga release 2.2, includes source in 'C'. By Mark Howell, Amiga port by Olaf Barthel

CONTENTS OF DISK 834

InfoTools
Several tools to query information about or to disassemble Infocom game files. Source in 'C' is included. By Mark Howell, Amiga port by Olaf Barthel

PInfocom
A portable Infocom standard series game file interpreter that can also analyze any Infocom game file and display vocabulary lists, object trees, etc. Has many informative and debugging options that can be enabled at runtime. Includes extensive documentation, sound and proportional sound support, and many Amiga specific features. V3.00, Amiga release 2.34. Includes source in C. Authors: InfoTaskForce & Paul D. Smith; port by Olaf Barthel

WBGenie
WBGenie is a WB-program launcher with a difference. It is intended to be a WB interface to a set of WB programs (which the author is in the process of writing) to make performing housekeeping chores on the Amiga simple. WBGenie is a WB2.x only program and is a commodity. It makes use of appicons and appwindows. Includes some sample code to demonstrate how to write a tool type array without affecting existing tool types. V1.02, binary only. By Steven Velletri

XEM
Sample code and documentation how to create and interface to external terminal emulation libraries as supported by terminal programs such as LR-Comm, term' and X-Comm. V2.0 and includes sample library and sample interface source code in 'C' and assembly language. By Ueli Kaufmann

CONTENTS OF DISK 835

MandelSquare
Yet another program to generate images from the Mandelbrot set, different from most implementations in that it runs only under AmigaOS 2.x, requires an '020/030/040 CPU and a numerical coprocessor. The calculation routines were written in '881 assembly language for maximum speed and precision. Also included is a 'movie mode' which allows generation of long camera zooms to spots in the Mandelbrot set. The resulting animations can be saved in ANIM-opt-5 format, allowing to replay them using 'MandelSquare' or standard animation software. Enhancements include support for the AGA chipset (now you can finally create images in 256 colours!) and several bug fixes and improvements in the image and animation creation code. V1.6, an update to V1.3 on disk 589. Includes source in C and assembly language. By Olaf 'Olsen' Barthel

Mine
A new Modula-2 implementation of an old computer game. You have an N * N square with mines hidden in some fields. Your job is to mark them with a flag as fast as possible. Highscore lists are supported. V1.8, an update to V1.6 on disk 758, and contains a few improvements and some bug fixes. Requires AmigaDOS 2.0, includes source. By Thomas Ansorge

Mines
A game in which you have to logically find out which parts of the mine-field are not mined. There are many kinds of minefields and you have to be very careful to be able to solve the most difficult levels. Mines opens its own window on a WB screen and it's multitasking friendly. This game was made and tested under WB 2.0, so the colors may look a bit strange under WB1.3. V2.0, binary only. By Teemu Sipil and Marko Malmberg

SuperDark
A screen blanker with some special features. It is similar to the AfterDark screen blanker in the PC and Mac worlds. Features include a lot of different screen effects, a screen locker, and more. V1.2, includes source. By Thomas Landspurg

SuperFormatter
A easy to user disk formatting program with an Intuition interface. Options include quick format, verify, trashcan icon installation, FFS versus old filesystem, and more. V1.0d, binary only. By Mark Warpool

CONTENTS OF DISK 836

DocPrint
This program is a papersaver for those who use fanfold paper in their printers. It is able to print the odd and the even pages separately with pagenumbers and header and footer. Can be called from WB or via CLI with textname as argument for use with DirOpus or SID. Can print powerpacked files. All settings can be stored in a config file. Comes in two versions, English and german. Needs AmigaDOS 1.3 or higher, powerpacker.library (included) and PAL-mode. V2.00, shareware, binary only. Written in Modula2. By Hartmut Jger (Bri-Soft)

FSim
A process simulation system for the Amiga. It calculates complex systems consisting of algebraic and differential equations and shows the results in a graphic representation. A user with only a small knowledge of C programming is able to use FSim to create complex models and connect them to a comfortable user interface. V1.0, binary only. By Jens Hartkopf

Slicer
A program for creating abstract art based on mathematical functions, such as the Mandelbrot set, Julia sets, and related abstractions (chaotic dynamical systems). Features include fast fixed or floating point arithmetic, many different functions, many computation options, many coloring and rendering options, batch mode, multi pass mode, and four dimensional navigation. The pictures it makes can be thought of as cross sections or "slices" revealing the insides of solid objects. V2.1 an update to V2.0 on disk 634. Binary only. By Gary Teachout

CONTENTS OF DISK 837

AquaPack
This package is a replacement of the old Aquarium program. NewFish, NewAqua and CliAqua support a packed database but are also compatible with the old (unpacked) database. The entire package supports a user configurable database path. CliAqua has the same functions as NewAqua, but is controlled via CLI. It has an interface to install on a BBS. AquaPack is written in SAS-C. NewFish is V2.71, NewAqua is V1.01, and CliAqua is V1.01. Source is available from the author. By Silvano Oesch, Paul Wittwer

Life
Another version of Tomas's Life game. Features include wrapping the screen as in a torus, independent setting of the horizontal and vertical resolutions, computing only a specific number of generations, redisplay only every N generations, a macro language to set up initial generations, and more. Works with horizontal resolutions up to 262,112 pixels and vertical resolutions up to 65,535 pixels. V6.1, an update to V5.0 on disk 316. Includes source. By Tomas Rokicki

UnixDirs
A program which intercepts calls to dos.library to add the UNIX style '.' and '..' syntax for current and parent directories, respectively, to file and path names. I.E., you can refer to files in the current directory as './foo' and files in the parent directory as '../foo', or any combination of the two. Similar to program on disk 321, but independently developed. Includes source. By Martin Scott

CONTENTS OF DISK 838

ABackup
A powerful backup utility, that may be used both for hard disk backup and for file archiving. Features include a full Intuition interface, a "batch" mode, save/load file selection, support for HD floppies, support for XPK library, a child task for disk write, error recovery when writing to a disk, cyclic backup to and restore from several drives, optional data compression, function to rebuild the catalog, support for both soft and hard links, and more. Includes French and English versions. V2.40, an update to V2.00 on disk 780. Shareware, binary only. By Denis Gounelle

GZip
GNU zip is a compression utility designed to be a replacement for 'compress'. Its main advantages over compress are much better compression and freedom from patented algorithms. GZip currently defaults to using the LZ77 algorithm used in zip 1.9 but can also decompress files created by zip, compress, or pack. V1.0.5, includes source. By Jean-loup Gailly

LE-NAG
LeverEdge NAG is a program to remind you of events before you miss them. Events can be scheduled to occur once or repeat daily, weekly, monthly or yearly. You can be alerted of the event in a number of ways from a screen flash to a message requester. V93.03.03, an update to V92.10.21 on disk 761. Shareware, binary only. By Craig M. Lever

CONTENTS OF DISK 839

Japanese
Two programs to help teach Japanese. "Word A Day" is a popup program to put in your WBStartup drawer. It will randomly select one word out of it's 1019 word database and display it along with the English. "JapaneseVocabulary" is a quiz type Japanese vocabulary builder. Both programs are standalone and complete and also work with the "Japanese Talking Picture Dictionary" by the same author. By Wayne Quigley Sr

LazyBench
LazyBench is a utility for lazy people with a hard disk crammed full of goodies which are difficult to reach because they are buried away in drawers inside drawers inside drawers inside drawers... Supports tools and projects and both OS 1.3 and OS 2.xx versions are supplied with this distribution. LazyBench for the OS 1.3 opens a little window on the WB screen and delivers a fully configurable menu which brings up to 30 applications at your fingertips. LazyBench for the OS 2.xx adds an item under the WB "Tools" menu, installs itself as a Commodity and waits in the background. Use its hot key combination to pop its window and then select an application from a list of up to 100 applications. Binary only. By Werther 'Mircko' Pirani

SSW
Solar System Wars is a game similar to Space Wars, pitting two players against each other, in orbit around 0 to 3 stars. You can choose from 48 different solar systems, or use the random system selector for a different challenge every round. A variety of weapons are available. Supports two button joysticks but does not require them. V1.14, binary only. By James Cleverdon

TrashIcon
A WB 2.x application icon to delete files. Puts an icon at a possibly user defined position on the WB screen, that deletes all files that are dragged onto it. V1.2, binary only. By Mark McPherson

CONTENTS OF DISK 840

OctaMED
A music editor which was originally designed for making music for programs (demos, games, etc), but works well as a standalone music program as well. OctaMED is the 8-channel version of MED. This is a freely distributable release of the fully functional commercial V2.0. Versions later than 2.0 remain commercial and are *not* freely redistributable at this time. Previous releases were V1.00b on disk 579 and a demo of V4.0 on disk 755. Binary only. By Teijo Kinnunen and Ray Burt-Frost

CONTENTS OF DISK 841

AniMan
AniMan combines Amiga animation, speech synthesis, and voice recognition, to provide you with an animated talking head that will run any Amiga program by voice command. Ask for an Amiga program by name, and AniMan will oblige. If AniMan becomes impatient, you may be insulted. AniMan will also recite poetry if you ask nicely. It is designed to work with the Perfect Sound 3, Audio Master (Audio Magic), or generic audio digitizers. Also requires 1MB of fast memory. This is V5.0 of AniMan, an update to V3.2 disk 723. New features include support for AGA and improved performance. Binary only. By Richard Horne

GifInfo
A small program that gives information about GIF files, such as size, number of colors, etc. Includes documentation in English and French. V1.12, binary only. By Christophe Passuello

PowerData
Patches AmigaDOS, enabling all programs to read and write files packed with PowerPacker in way that is completely transparent to themselves and the system. Programs will read powerpacked datafiles directly, and will also magically start compressing their own datafiles, as they create or update them. V38.115, an update to V38.105 on disk 801. Partially localized for use with WB 2.1. WB 2.04+ only. Shareware, binary only. By Michael Berg

CONTENTS OF DISK 842

AntiCicloVir
A link virus detector that detects 30 different such viruses. Checks your disk and memory for known link viruses, and can also detect known bootblock viruses in memory. V1.8, an update to V1.7 on disk 815. Shareware, binary only. By Matthias Gutt

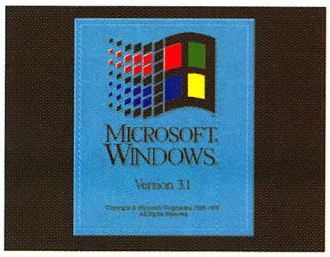
GadToolsBox
A program that lets you draw/edit GadTools gadgets and menus and then generates the corresponding C or assembly code for you. V2.0, an update to V1.4 on disk 731. Includes source. By Jan van den Baard

CONTENTS OF DISK 843

BrowserII
A "Programmer's WB". Allows you to easily and conveniently move, copy, rename, and delete files & directories using the mouse. Also provides a method to execute either WB or CLI programs by double- clicking them or by selecting them from a ParM like Menu with lots of arguments. Uses whatis.library to detect file types and executes commands based on these. V2.13 for AmigaDOS 1.3 and 2.31 for AmigaDOS 2.0 (localized). Update to V2.04 on disk 649. Binary only. By Sylvain Rougier and Pierre Carrette

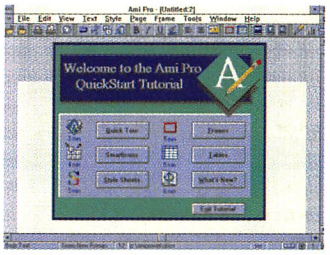
MeMeter
A WB 2.0 only version of MeMeter (only 2000 bytes). Update for original MeMeter, which didn't work under 2.0. Includes source in C. By Pierre Carrette

ParM
Parametrable Menu. ParM allows you to build menus to run any program in either in WB or CLI mode. This is an alternative to MyMenu which can run only when WB is loaded. ParM can have it's own little window, can attach menus to the CLI window you are running it from, or to the WB menus, just like MyMenu.

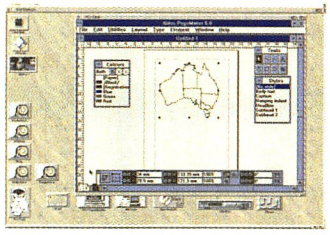


With PC-Task 3 you can run Windows™ on your Amiga.

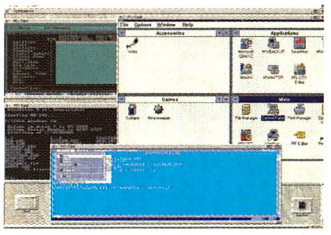
PC TASK



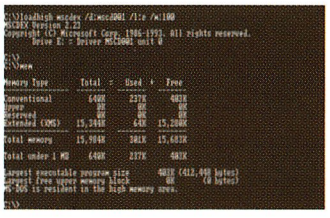
Access popular productivity packages such as Ami-Pro.



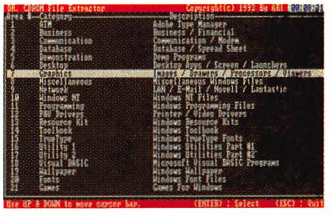
Run Windows™ applications in a window on Workbench!



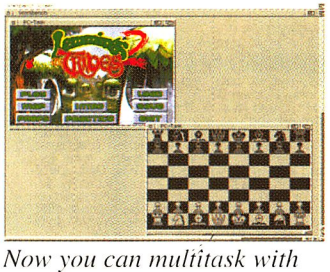
Run multiple PC-Task's on the same machine.



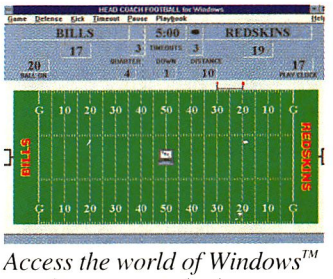
PC-Task 3 can access up to 16MB of RAM on your Amiga.



Run MS-DOS CD-ROM applications on your Amiga.



Now you can multitask with MS-DOS games!



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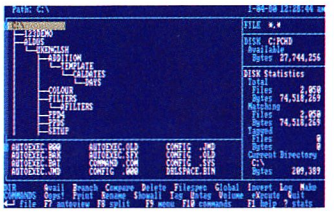
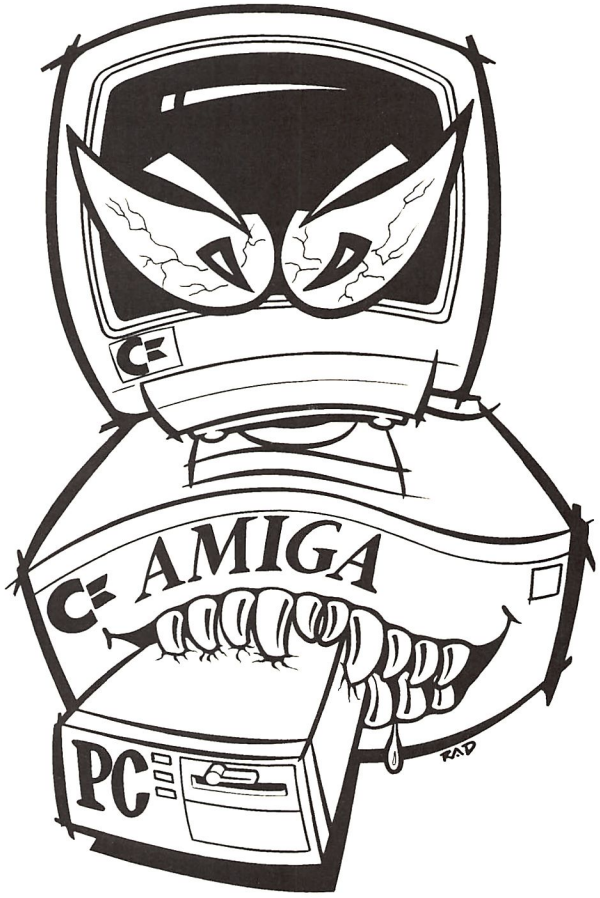
Play classic games like Castle Wolfenstein 3D.



Clean up your PC hard disk with programs like XTree Gold.



Now you can run Windows™ on your Amiga® with no additional hardware*

- The only software 80286 emulator for the Amiga
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* Windows™ 3.1 requires 1.5 MB Contiguous RAM

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Versions 3.6 & 4.3, an update to V3.6 on disk 849. Binary only. By Sylvain Rougier and Pierre Carrette

WBRun
A RunBack style program which use parm.library. Runs programs in WB mode from any CLI. Programs are fully detached. The program you run must support WB start-up. Includes source in C. Versions 1.3 and 2.0. By Sylvain Rougier and Pierre Carrette

WhatIs
WhatIs.library can detect file types and is fully parametrable by an ascii file. You can describe file types and they will be recognized by the library. A few tools are also included. By Sylvain Rougier and Pierre Carrette

CONTENTS OF DISK 844

DBB
Digital Breadboard is a full GUI digital logic circuit simulator. Digital Breadboard currently supports 2 and 3 input AND, OR, NAND, and NOR gates, NOT and XOR gates, D, JK, and SR edge-triggered flip-flops, multiple independant clocks, switched and pulsed inputs, outputs, Vcc, GND, independant 4 channel oscilloscope, event counters, variable speed timer, preferences printing, and more. Requires AmigaDOS 2.x. V1.1, freeware, binary only. By Dan Griffin

DiskPrint
A label database which prints and stores disk labels for 3.5" and 5.25" disks. Primarily created as a combined database and print utility for FD disks, it includes easy-to-use label library functions (like printing labels for a whole FD series in one turn or multiple print of one label) and labels for most FD disks which are available within a few mouse clicks. Features include a fast search routine, user-definable label layout, different label sizes, intuition-based disk directory read-in and a lot more. Very configurable. Works fine with every printer connected to the parallel port and AmigaOS 1.2, 1.3, and 2.x. This version now includes DESKJET support for single label sheets. Includes both English (PAL & NTSC) and German versions. V3.59, an update to V3.51 on disk 685. Shareware, binary only. By Jan Geissler

CONTENTS OF DISK 845

ISL
Imagine Staging Language, a decompiler and compiler which allow the user to create and modify Imagine staging files in a manner much more powerful than that provided by Imagine itself. Imagine is the 3d rendering and animation program published by Impulse. ISL does not require any particular version of AmigaDos, but it only works with V2.0 of Imagine. V1.4, binary only. By John T. Grieggs

Sz'kwa
Sz'kwa, a children's game from Northern China, as described by Clifford A. Pickover in his book 'MAZES for the MIND, computers and the unexpected'. Requires WB 2.04 or higher. V1.1, binary only. By A.R.Mohowitsch

TextPlus
A TeX frontend word processor that provides facilities for tables, lists, mailmerge, footnotes, inclusion of IFF graphics, an ARexx-Port (111 commands) and full OS2.0/3.0 compatibility. Makes use of PasTeX, Georg Hessmann's Amiga implementation of TeX. New features are support for LaTeX, MakeIndex (automatic index generation) and printing via PRT: (TeX is not needed for the latter). This is the German V4.10, an update to V4.00 on disk 700. Disk 846 contains the English version. Shareware, binary only. By Martin Steppler

CONTENTS OF DISK 846

FileCache
This package is for compiler and assembler writers. It implements a cache for include files with a file cache server. Can greatly speed up compilation and assembling. Binary only. By Christophe Passuello

IObject
A linker library that emulates some gadgets of the gadtools library (CheckBox, Cycle, Button, Scroller, Integer, String) and an area of text with scrolling. Works with all versions of WB. Includes examples and documentation in English and French. Binary only. By Christophe Passuello

TextPlus
A TeX frontend word processor that provides facilities for tables, lists, mailmerge, footnotes, inclusion of IFF graphics, an ARexx-Port (111 commands) and full OS2.0/3.0 compatibility. Makes use of PasTeX, Georg Hessmann's Amiga implementation of TeX. New features are support for LaTeX, MakeIndex (automatic index generation) and printing via PRT: (TeX is not needed for the latter). This is the English V4.10, an update to V4.00 on disk 700. Disk 845 contains the German version. Shareware, binary only. By Martin Steppler

CONTENTS OF DISK 847

ADM
A comfortable and flexible address database with font sensitive windows, commodity support, application window support, an ARexx-port, public screen support, and fully controllable from the keyboard. It includes user flags (grouping), email support, and freely configurable label printing. It can fill out letter forms and call your word processor, print remittance orders, dial the modem, and has online help. Requires AmigaDOS V2.04 or later. V1.01, German version only. Shareware, binary only. By Jan Geissler

MidiChords
A program which replaces and extends the chord-key- playfunction, as may be found on several low priced keyboards. To make full use of this code a MIDI interface and a keyboard capable of MIDI reception is required, however, a limited audio output is available too. Some special harmonic routines are: Chord Finding, Sequencing and Random Play. Chords and sequences are played by simple mouse clicks and recorded Seqfiles can be saved (and loaded). On-line information may be switched on/off. V3.2, binary only. By Theo Brugman

CONTENTS OF DISK 848

Amiga E
An Amiga specific E compiler. E is a powerful and flexible procedural programming language and Amiga E a very fast compiler for it, with features such as compilation speed of 20000 lines/minute on a 7 Mhz amiga, inline assembler and linker integrated into compiler, large set of integrated functions, module concept with 2.04 includes as modules, flexible type- system, quoted expressions, immediate and typed lists, low level polymorphism, exception handling and much, much more. Written in Assembly and E. V2.1b, an update to V2.1 on disk 810. Public domain. Includes partial sources. By Wouter van Oortmerssen

CWeb
A programming tool that allows you to program top down, by splitting your program into many small, and understandable modules which 'ctangle' tangles into a compiler understandable file. By applying 'cweave' to the program you can produce a pretty-printed listing for processing with 'TeX'. V2.7, an update to V2.0 on disk 551, now with full ANSI and C++ support. Includes source. By Donald Knuth, Silvio Levy, port by Andreas Scherer

Poker
A "fair" version of a casino video poker machine in which a deck is dealt randomly. Regular casino rules apply. This is a variation of the version that appeared in the October 1992 of JUMPDISK, the Original Disk Magazine for the Amiga. By Richard Ramella

CONTENTS OF DISK 849

AmigaPascal
This is a mini PASCAL compiler, which may be used for smaller projects. It is not yet quite complete and can only be run from the CLI. Works on all Amigas, and OS versions from 1.2 to 3.1. V1.0, freeware, binary only. By Daniel Amor

BackGammon
The computer version of the game. This is a tiny little game which runs on WB. Works on all Amigas, and OS versions from 1.2 to 3.1. Version 0.9, freeware, binary only. By Igor Druzovic and Daniel Amor

CDTV-Player
A utility for all those people, who'd like to play Audio CD's while multitasking on WB. It's an emulation of CDTV's remote control, but is a little more sophisticated. Allows access to the archive even without a CDROM drive (i.e. AMIGA 500-4000), although you can't play a CD. Program and KARAOKE (live on-screen) included. Recognizes CDs automatically. V1.8, an update to V1.5 on disk 805. Freeware, binary only. By Daniel Amor

MathPlot
A function plotter with lin/log plot, a complete KS 2.0 interface, and ARexx support. Needs KS/WB 2.0 and mtool.library (included). V2.01, an update to V1.04 on disk 573. Shareware, source available from author. By Ruediger Dreier

RRT
Demo of a real time mapping of a reflection of a graphic onto a sphere. Is system friendly, multitasks, and uses an Intuition screen. Written in C with small assembler assist. Includes source. By Adisak Pochanayon

CONTENTS OF DISK 850

4-Get-It
A fully playable version of an arcade quality puzzle game with 10 levels. The full version has almost 300 levels and 700K+ additional graphics. Impressive sound and graphics. Requires 1 MB. Binary only. By Adisak Pochanayon

FastGIF
A very fast GIF viewer with a graphical user interface, file requester, support for AGA chips set, support for viewing in a WB window, IFF saving (registered version only), and GIF89a compability. Includes English and French versions. Version II (1.01), an update to V1.00 on disk 690. Shareware, binary only. By Christophe Passuello

MineField
Another MineField program. This one has nice graphics, sound, adjustable parameters, and a 3D look interface. By Adisak Pochanayon

CONTENTS OF DISK 851

AmigaWorld
A database program that contains information about every country on Earth. It enables you to have a look at the data of one country, or to compare several countries. It is easy to handle, and you can use it with your favourite colors, font, and even language (at the moment there are English, German, Swedish and Dutch data files). Requires 1MB of memory. This is freeware V1.1, an update to V1.0 on Disk 804, New features include information about currencies. Modula-2 source is available from the author. By Wolfgang Lug

ArmyMiner
An utimate "XMines-type" game that integrates all of the best aspects of the previous Amiga versions of the game. Options include: Automatically mark or clean the neighbours of a square; Safe start (no explosion at first click); Safe click (gadget-like behavior for squares); Question marks (for configuration analysis). You can also specify your own custom board settings. The game has a very useful pause option, sound effects, high-score tables and a very nice interface. It works under OS v1.3 or 2.0, NTSC or PAL. V1.0, binary only. By Alain Laferriere

GraphPaper
Creates graph paper. You specify the size and number of cycles in both the X and Y directions. Each major cycle may be divided into minor cycles and may be linear, logarithmic, or log/log. It will print the graph paper on any preferences supported graphics-capable printer. V1.2, includes source. By Bill Ames

HyperANSI
An ANSI editing program. Allows you to edit up to 999 pages at a time, with a unique 'transparency' mode which allows you to 'see through' the pages (and save as a single page). Other features include; Copy, Move, Fill, Replace, Flood fill, Text alignment & justification, line drawing, character painting (colors and/or text), half character painting, and keyboard remapping for all 255 IBM characters ...Plus more. V1.6, an update to V1.02 on disk 803. Shareware, binary only. By Mike D. Nelson

SingleFile
A small utility that can be used to determine if there are duplicate files or directories on a given volume. It can be used to help save hard disk space and reduce backp times. CLI usage only, V1.0, binary only, shareware By Phil Dobranski

CONTENTS OF DISK 852

CPUClr
A small hack, inspired by CPUBlit, that replaces the BltClear routine of the graphics library with a highly optimized 68020 (or higher) routine. This results in about a 60% speed up on a 68020 and should be even more on a 68030/68040. V3.20, an update to V2.0 on disk number 709, includes source. By Peter Simons

OriginsDemo
Demo version of a commercial genealogy program. The number of records is limited in practice only by available memory and storage. You may track attributes of people, such as date and place of birth, death, burial, and marriages, and parent/child relationships. Details such as baptism, immigration, and occupation are also allowed for. Reports: individual, family group, pedigree, Ahnentafel, descendants, Tiny-Tafel, alphabetical lists. Free-form text for sources and notes; display of IFF pictures; ARexx functions. The demo version allows a limited number of records, has printing of some reports disabled, and has GEDCOM utilities removed. Requires minimum 1 MB of ram, OS V1.3 or greater, and arp.library. V1.06, binary only. By Jeff Lavin

ReSourceDemo
Demo version of the commercial disassembler. Very fast, intelligent, interactive. Over 900 menu functions. Most of the Amiga structure names are available at the touch of a key (user-defined structures also supported). Base- relative addressing, using any address register, is supported for disassembling C programs. Choice of traditional 68K syntax or the new M68000 Family syntax. Online hypertext help. Requires minimum 1 MB of ram, OS V1.3 or greater, and arp.library. V5.12, an update to V3.06 on disk number 232, binary only. By Glen McDiarmid

CONTENTS OF DISK 853

ADtoHT
A program to convert AutoDoc-files to AmigaGuide- format. Creates links to functions and include-files. Requires OS2.0+. V1.01, includes source, freeware. By Christian Stieber

ApplSizer
An AppIcon utility to get the size of disks, directories or files. Gives the size in bytes, blocks and the actual size occupied. Now supports 5 tooltypes and command line options for the positioning and replacement of the internal AppIcon, and for the positioning of the output window. Requires KS 37.175 or higher. Version 0.61, an update to version 0.41 on disk number 802. Binary only. By Grard Cornu

Hyper
Will lead you through documents that are written to be used with the legendary 'Am"gaGu"de' from Commodore. An ARexx port gives access to it from other applications. Requires OS 2.x. V1.17e, an update to V1.15a on disk number 786. Shareware, binary only. By Bernd (Koessi) Koesling

IconAuthorDemo
A replacement for IconEdit2.0. It can transform IFF images or brushes into resized 2-BitPlane brushes or icon files that match the WB2.0 colors. Online help is available via 'Hyper'. Demo version limited to processing provided demo image only. Requires OS 2.x. V1.08, an update to V1.06 on disk number 786. Shareware, binary only. By Bernd (Koessi) Koesling

MapTrix
A texture map/backdrop generator featuring a large number of fractal effects, including mountains and clouds, wave synthesis, and "static" generators. Also has some image processing tools, including emboss, ruffian, convolutions, resizing and smooth. Supports DCTV if available. Requires AmigaDOS 2.04+. V1.0, shareware, binary only. By Alexander D. DeBurie

PhxAss
PhxAss is a complete macro assembler, which supports the instruction-set and addressing modes of all important Motorola processors
(MC68000,68010,68020,68030,68040,6888x and 68851). It understands all common assembler-directives and can generate not only linkable object-files but also absolute code, which can be written to memory, to a file or directly to disk using the 'trackdisk.device'. In all cases the user has the opportunity to choose between the large and small code/data-model. Version V3.00, an update to version V2.11 on disk 749. Binary only. By Frank Wille

PhxLnk
Linker for Amiga-DOS object-files, which also supports the small-code/data model. Version V1.35, an update to version V1.27 on disk 749. Binary only. By Frank Wille

QDisk
A WB 2.x or better program to display the space usage of your Amiga DOS devices. (A WB type "Info" command) Also shows other information relating to drives. Supports tool types to position windows and set a warning flag when space usage becomes high. V1.0, binary only. By Norman Baccari

CONTENTS OF DISK 854

DiskMate
A disk utility with multidrive disk copier (either DOS or non-DOS disks), disk formatter, disk eraser, disk installer, and floppy disk checker. V4.1, an update to V3.0 on disk number 804. Binary only. By Malcolm Harvey

DRAFU
"Draw a function". Display any mathematical function by itself or overlay on top of a previously displayed function. Can also calculate integrals over those functions. Save the result in an IFF or ACBM file (disabled in this demo version). Many screen mode/display options. Includes an AREXX interface and its own scripting language. Version 0.82, compatible with WB 1.2/1.3/2.0. Binary only. By Andreas Kleinert & Ulrich Degens

Upcat
Disk catalog program. Read file information from disks, store it in a catalog in memory. Save/load catalogs to/from disk, display catalog in several ways, select files to be displayed, print (selection of) catalog. 32 user definable categories, add comment to files in catalog. V1.0, freeware, binary only. By Frans Zuydwijk

CONTENTS OF DISK 855

Banner
A tiny utility to create surprise, surprise banners. By default BANNER uses an internal font that is ideal for title pages or sources headers. You may also render your banner from any amiga font with (nearly) unlimited font size and variable aspect. V1.4, binary only. By Tobias Ferber

HWGRCS
Part 1 of a complete RCS 5.6 port to the Amiga currently at patch level 2. It is not related to the old RCS on Disks 281, 282 & 451, but all new and shiny. The Revision Control System (RCS) manages multiple revisions of text files. RCS automates the storing, retrieval, logging, identification, and merging of revisions. RCS is useful for text that is revised frequently. For example: programs; documentation; graphics; papers; form letters; etc. Included are RCS 5.6, GNU DIFF 1.15 and LP as a neat V37 line print utility. Complete sources are contained in part 2 of the distribution on disk number 856. By Many, Amiga port by Heinz Wrobel, docs prepared by Hans-Joachim Widmaier

KeyCall
Provides up to 10 hotkeys using F1-F10 and your choice of qualifier. The advantage of using hotkeys as opposed to menu or docking programs etc, is of course, that the keyboard is always available regardless of the screen you are currently working in. Compatible with both 1.3 and 2.x systems. V1.3.2, binary only. By Mick Seymour

LP
A very powerful tool to prepare text files for printer output. Offers a great variety of options including indention, page headers, page numbering, multi-columns and WITH files. Includes TI and FILES, two utilities to check your printer output and create WITH files for LP. V1.18, includes source in C. By Tobias Ferber

CONTENTS OF DISK 856

ButlerJames
A database program designed primarily for address management, but can be used for other purposes as well. Hotkey activated, allows you send selected groups of data directly to the keyboard input stream or printer. Very useful to avoid having to continuously enter an often used address into your favorite word processor for example. Compatible with OS 1.2/1.3/2.0 Binary only. By Christoph Zens

DockImages
An ILBM Dock-Images-Picture with a collection of Dock- Images for AmiDock (Gary Knight) or the ToolManager (Stefan Becker) or a similar program. By Various, collected and submitted by Wolf-Peter Dehnick

HWGRCS
Part 2 of a complete RCS 5.6 port to the Amiga currently at patch level 2. It is not related to the old RCS on Disks 281, 282 & 451, but all new and shiny. The Revision Control System (RCS) manages multiple revisions of text files. RCS automates the storing, retrieval, logging, identification, and merging of revisions. RCS is useful for text that is revised frequently. For example: programs; documentation; graphics; papers; form letters; etc. Included are RCS 5.6, GNU DIFF 1.15 and LP as a neat V37 line print utility. Binaries and documentation are contained in part 1 of the distribution on disk number 855. By Many, Amiga port by Heinz Wrobel, docs prepared by Hans- Joachim Widmaier

CONTENTS OF DISK 857

AnimBrushes
Eight AnimBrushes for use with ToolManager 2.0 (Copyright (C) 1990-92 Stefan Becker). They have been designed for a four color non-interlaced hi-res screen. By Grard Cornu

Eval
A full-featured floating point expression evaluator that can assign variables, has many built-in functions and constants, allows input and output in any number base, and uses a C-like syntax for expression evaluation. Full ANSI C source is included and easily portable to other platforms. V1.12, includes source. By Will Menninger

MakePatch
Scans a file for changed, inserted or removed bytes and saves these changes to a small patchfile. This file contains all the information for the supplied "Patch'Em" program to patch an old version into the new one. Very useful and time-saving for sending updates to Beta testers for example. Not just limited to programs, you can use MakePatch/Patch'Em with all kinds of data; graphics, sound, lharc archives, etc. Version v0.017, includes assembly source. Requires OS 2.04 minimum. By Peter Simons

SolitaireSamp
Sampler package of an integrated collection of five Solitaire card games. Included are: Carlton, Martha, Pas Seul, Slider and Poker Squares. Nicely done, with online help and

instructions. Binary only. By Richard Brown & Tower Software

UDraw
A drafting tool that is bitmap oriented rather than object oriented. The original intent with UDraw was to provide a mechanism for the rapid drawing of schematic diagrams. However, UDraw has applications beyond this original intent. Makes heavy use of "clip boards", files which contain clips of various items that are displayed simultaneously but behind the work area, parts of which can be lifted off and pasted to the working screen. V1.0, binary only. By Ron Stefkovich.

CONTENTS OF DISK 858

DocDumpDrv
More printer drivers for DocDumpV3.6 (FF800). Included are drivers for the HP-Deskjet+, HP-Deskjet500 and HP- Laserjet SerieaII. The Laserjet version uses a softfont, which is included. By Robert Grob

EPU
A program like Stacker or XPK that allows applications to access compressed data from AmigaDOS devices without knowing that the data is compressed, and automatically compresses new data. The file size is not limited by memory and the settings of the handler can be changed at any time. V1.4, an update to V1.0 on disk number 809. Shareware, binary only. By Jaroslav Mechacek

SuperDark
A screen blanker with some special features. It is similar to the AfterDark screen blanker in the PC and Mac worlds. Features include a lot of different screen effects, a screen locker, and more. V1.5, an update to V1.2 on disk number 835. Includes source. By Thomas Landspurg

CONTENTS OF DISK 859

DCmp
A utility that allows you to compare two disks block by block. Written in order to check the reliability of the Video-Backup-System, (VBS), DCmp can create a file containing a list of differing sectors which can be used in conjunction with a disk-editor to correct the defects. V1.51, an experimental release. Works with all Amigas using KS 1.3 or higher and supports req[tools].library. Also comes with FCmp, a file compare utilitiy. Includes C-source. By Tobias Ferber

DirKing
A very powerful replacement for the AmigaDOS 'List' and 'Dir' commands. It gives full control on the format of the directory listing and what information should be printed. The directory can be sorted on any field, or on several fields in the order you want. Supports many filters, such as name and date, and the filters can be made effective on files only, directories only or on both. You can also define a pattern for each level of the directory tree. Has an LFORMAT option which is useful for generating scripts. A unique feature is the ability to monitor the scanning process. English version supplied, German, French and Dutch versions available from the author. V2.12e, an update to V2.11e on disk number 784. Binary only, shareware. By Chris Vandierendonck

NewDate
A replacement for the AmigaDOS 'Date' command. Besides the usual date options, NewDate enables date output in your own defined format. NewDate also supports English, German, French, Dutch, Italian, Spanish, Danish, Finnish and Polish datenames. V1.10, binary only, freeware. By Chris Vandierendonck

PARex
Replace strings in any file, whether plain text files or pure binary files. By using scripts you can define any number of search and replace strings to be used for processing a file. You can use all ASCII codes when defining these strings, so non-printable characters are no problem. PARex makes patching files very easy. V2.12, binary only, shareware. By Chris Vandierendonck

PPMC
The Powerpacker Mini Clone. PPMC is powerpacker.library meeting gadtools.library. It's a OS2.0+ utility, useful for packing and unpacking text and data files. It has a complete CLI interface and is localized under OS2.1 and higher. V1.2c, an update to V1.2b on disk 812. Some new enhancements as the multiple file packing and/or unpacking under Shell and many code optimizations. Includes Danish, Dutch and French catalogs, a 68030 version, hypertext documentation and source for SAS/C. By Reza Elghazi

CONTENTS OF DISK 860

AzMake
A work environment for Aztec C. You can compile, assemble, link, print, etc your programs by clicking a gadget. Typing in the Shell is out. V2.3, an update to V1.1 on disk number 586. Binary only, shareware. By Christian Friedel

bBaseIII
An easy to use, versatile, yet full featured database program. Search or sort on any field, (un)delete records, print mailing labels or envelopes, get printouts in many formats, scramble files, flag records, and more. Fields are user-configurable, so bBase can be used to keep track of addresses, tape or video collections, recipe files, or anything else you can think of one program does it all! bBaseIII is a greatly enhanced successor to bBaseII. V1.1, an upgrade to bBaseII, version V5.5 on disk 710. Binary only, shareware. By Robert Bromley

CConvert
A utility to convert IFF files to raw bitplane data. It features options to create sprite data lists or interleaved bitmaps. It can generate RAW files as well as linkable object files. V1.82. Includes source in assembler. By Klaus Wissmann

LazyBench
LazyBench is a utility for lazy people with a hard disk crammed full of goodies which are difficult to reach because they are buried away in drawers inside drawers inside drawers inside drawers... Supports tools and projects and both OS 1.3 and OS 2.xx versions are supplied with this distribution. LazyBench for the OS 1.3 opens a little window on the WB screen and delivers a fully configurable menu which brings up to 30 applications at your fingertips. LazyBench for the OS 2.xx adds an item under the WB "Tools" menu, installs itself as a Commodity and waits in the background. Use its hot key combination to pop its window and then select an application from a list of up to 100 applications. Versions 1.01 (OS 1.3) and 1.04 (OS 2.xx), an update to the V1.00 on disk number 839. Binary only. By Werther 'Mircko' Pirani

Minterm
Minimizes boolean algebra formulas. Minterm can minimize formulas with up to 15 variables. V2.0 for AmigaOS 2.04 an higher. An old version (1.1) is included for users still requiring OS 1.2/1.3 compatibility. Binary only By Achim Pankalla

SysInfo
A brand new release of this popular program. It reports interesting information about the configuration of your Amiga, including some speed comparisons with other configurations, versions of the OS software, and much more. V3.18, an update to V3.11 on disk 820. Binary only. By Nic Wilson

CONTENTS OF DISK 861

AskReq
Yet another batchfile requester, similar but unrelated to the program of the same name on disk number 827. Opens up a window, displays a message and solicits a Yes/No type answer from the user. Requires OS2.x, V1.00, both English and German versions and includes source in C++. By Harald Pehl

KingFisher
A specialized database tool providing maintenance and search capabilities for the descriptions of disks in the format used by this library. KingFisher's database can span multiple (floppy) disk volumes, can be edited by text editors that support long text lines, can add disks directly from unedited email or usenet announcements, can remove disks, rebuild a damaged index, find next or previous software versions, print or export (parts of) the database, and more. Includes a database of disks 1-850. V1.30, an update to V1.15 on disk 808. Binary only. By Udo Schuermann

CONTENTS OF DISK 862

BEAV
"Binary Editor And Viewer", is a full featured binary file editor. Just about any operation that you could want to do to a binary file is possible with BEAV. You can: Insert or delete in the middle of a file thereby changing it's size; Edit multiple files in multiple windows and cut and paste between them; Display and edit data in hex, octal, decimal, binary, ascii, or ebcdic formats; Display data in byte, word or long word formats in either Intel or Motorola byte ordering; Send the formatted display mode to a file or printer. The display and keyboard handling functions for BEAV are based on microemacs. V1.40, portable, and includes source and makefiles for several other systems. By Peter Reilley, Amiga port by Simon J Raybould

BioRhythm
An intuition based easy-to-use program that shows your 3 basic BioRhythms plus the average-"rhythm". Take a look, dump it to your printer and make your plans for "when to do what". V2.2, an update to V1.0 on disk 759. This version has some new features and is 400% faster. Binary only, PAL version. C-Source available from author on request. By Thomas Arnfeldt

GlobeAnim
An animation which displays a smoothly rotating earth. Includes separate versions for both PAL and NTSC systems. By Hannu Mikkola

PhoneList
Simple phone list database, unique in the fact that it allows easy usage from either the WB or CLI. Allows you to add, delete, search and create an alpha- sorted list. By Michael Hoffmann

ScopePrint
Simple program for displaying/printing Oscilloscope simulations of sine and square waves. Presents you with a two-channel oscope and allows you to input the frequency, phase, and amplitude of the signal(s). V1.0, binary only. By Wim Van den Broeck

CONTENTS OF DISK 863

GuiArc
A graphical user interface for cli-based archivers like lha, arc, ape, zoo, etc. It has the 'look & feel' of a directory tool and can perform all basic actions on archives, such as Add, Extract, List, Test, Delete, etc. You can enter archives as though they were directories. You don't have to know anything about archivers. Fully configurable (Archivers not included). V1.10, requires AmigaDOS 2.0+, freeware, binary only. By Patrick van Beem.

Luffar
The game of Noughts and Crosses, the object is to get exactly five "Noughts" (six doesn't count!) in a row up/down/across or diagonally, before your opponent gets five "Crosses" in a similiar fashion. 0, 1 or 2 human players, rewind and ahead buttons. V1.0, freeware, binary only. (Source available from author). By Magnus Enarsson

Lyr-O-Mat
A simple, fun program designed to generate sentences out of a word list and a sentence pattern database. German and English database included. V1.0. Binary only. By Karlheinz Klingbeil of CEKASOFT

MPE
A compiler tool for users of the M2amiga programming environment. MPE does the same job better than your batch file. You can do everything with the mouse or the right amiga key. With this Modula-2 Programming Environment you can compile, link, and run your program. When there is an error, the editor is started automatically. You can set all switches for M2C, M2L M2Make, M2Project, and M2LibLink. V1.60, an update to V1.38 on disk 766. Binary only. By Marcel Timmermans

NetMount
A tiny application that simplifies the ParNet mount procedure. You need ParNet (see dis 400) from The Software Distillery to use NetMount. Binary only. By Tobias Ferber

Noisome
A commodity that allows you to play sound samples when a key or mousebutton is pressed, or a disk is inserted or removed You can have different samples for the space and return keys as opposed to other keys, special samples for the mousekeys, a sample to be played instead of the visual display-"beep" and more... The samples are played in mono or stereo, and two can be played simultaneously. The audio allocation priority can also be set. Includes several sound samples. V1.0, binary only. By David Larsson

PowerPlayer
A very powerful, user friendly and system friendly module player. It can handle nearly all module-formats, can read powerpacked & xpk-packed modules and comes along with its own powerful cruncher that uses the lh.library. Has a simple to use interface and an ARexx port. V3.9, a major update to V3.4 on disk 769, binary only, now shareware. (Previous versions were freeware.) By Stephan Fuhrmann

CONTENTS OF DISK 864

Change
Small CLI-only program to translate numbers from one numbering system to another. Binary, octal, decimal and hexadecimal numbers are supported. V1.00, includes source in C++. By Harald Pehl

MouseAccel
Yet another mouse accelerator, this one implemented as a commodity. If you find the built-in accelerator too slow, try this one. Requires at least AmigaOS 2.04. V1.07, an update to V1.01 on disk 497. Includes german version and source in C. By Stefan Sticht

SCAN8800
A specialized database program to store frequencies and station names for shortwave transmitters. It can also control a receiver for scanning frequency ranges. V2.33, an update to V2.28 on disk 812. Binary only. By Rainer Redweik

CONTENTS OF DISK 865

AntiCicloVir
A link virus detector and exterminator. Also detects other types of viri. This version can detect: 126 Bootblock; 12 Link; 23 File; 5 Disk-Validator; 5 Trojans; and 3 Bombs; Automatically checks each inserted disk for bootblock and disk-validator viruses. Can scan all files of a specified directory for known link viruses, and constantly monitors memory and system vectors. V2.0, an update to V1.6 on disk 842. Shareware, binary only. By Matthias Gutt

Back&Front
Sends a window to the back or bring it to the front with defined actions. For example, bring a window in front by double-clicking in it and send it back with the middle mouse button. Any keyboard or mouse event can be trapped. Number of required actions can be changed (double-click vs tripleclick). Implemented as a commodity. Requires at least AmigaOS 2.04. V1.09, an update to V1.03 on disk number 497. Includes german version and source in C. By Stefan Sticht

Genealogist
ArJay Genealogist is a specialized database for keeping track of genealogical information. It features a full, easy to use Intuition interface. The program is totally non-sexist and secular in nature, and correctly handles multiple marriages, "unconventional" marriages, adopted children, and unmarried parents. The printed reports include descendant and pedigree charts, personal details reports, family group sheets, and index lists of people and families. Free-form note files can be created using any editor, and IFF pictures can be viewed using any IFF viewer, from within the program. Other features include dynamic on-screen ancestor and descendant charts, extensive online context-sensitive help, flexible "regular expression" searching, and multiple ARexx ports with an extensive command set. Up to 1000 people per database, with databases held in RAM for maximum speed and responsiveness. PAL or NTSC, AmigaDOS 2.04+ required. 1 Meg RAM recommended. V3.04, binary only. By Robbie J Akins

CONTENTS OF DISK 866

CFX
Crunched File eXaminer allows the user to examine and find files using several different search criteria. CFX knows a huge amount of the current Amiga filetypes, including a vast number of "cruncher" types. CFX can also give in-depth disassemblies of crunched files, including most address crunched files, relocator crunched files, and some major archive crunched types. This version requires kick 1.3 or 2.0. V5.275, an update to V5.242 on disk number 750. Binary only, freeware. By Bob Rye and Marcus Mroczkowski

Degrader
Degrades your machine to try and get badly written programs to work. Allows you to block memory, add non- autoconfig memory at reset, turn audio filter on or off, intercept privilege violation errors, switch off cache/burst modes and can slow down a fast machine. Also can swap the boot drive and force 50Hz or 60Hz. Will do things straight away, after one reset or after every reset. V1.30, an update to V1.00 on disk number 562. Binary only. By Chris Hames

DRED
The Disk REDucer. This program allows the user to arrange data on a set of disks using a best fit algorithm. If you have ever found it difficult to figure just which files should go onto which floppy, then DRED is for you! Most of the time (there are exceptions!) you can achieve 99% fullness of floppies/media. Requires kick 1.3 or 2.0. V2.003.007, binary only, freeware. By Bob Rye, Marcus Mroczkowski and Brett O'Callaghan

Floozy
Disassembles the Foozle FidoNet mail management system logfile into readable, human understandable statistics. Floozy's output is clear and concise and fully covers all aspects of Floozy use. All message base names, number of messages, and in/out packets/bytesizes are noted and further stats are calculated on these figures. Requires kick 1.3 or 2.0. V1.0204, binary only, freeware. By Bob Rye

Oscillograph
An emulation of an oscillograph, with five internal signal generators. The internal signals can be freely edited, even mathematical functions can be used. External signals can be used when a digitizer is connected to the Amiga. This program can be used for learning, demonstration, and even simple technical applications. The german original and the english translation are included, as well as a set of oscillations. V2.0, binary only. By Michael Gentner

PC-TaskDemo
PC-Task is a software IBM-PC emulator. It allows you to run the majority of IBM-PC software on your amiga with no additional hardware. Runs just like a normal application allowing multitasking to continue. The program has a graphical user interface and no additional filesystem/device mounting is required. A few clicks with the mouse and it is operational. VGA, EGA, CGA, MDA, Serial, Parallel, Mouse, 2 Floppy drives and 2 Hard drives are emulated. The hard drives can be partitions or hard drive files like the bridgeboard can use. This is the demonstration V2.01 full version is available from the author. Binary only. By Chris Hames

Xerox4045
A printer driver for printers supporting the Xerox 2700 command set. The 4045 (a hulking 8 PPM laser unit), is probably the most popular member of this family, so it got the name. The focus of this version was to get the dot graphic functions working. This appears to be working correctly as printing from Professional Page V2.1 and Tax Break have been successful in 300X300 graphics mode. V1.0. By Bob Schulien

CONTENTS OF DISK 867

CenterScreen
A commodity which centers the frontmost screen horizontally on hotkey. Useful if you normally operate with overscan screens and an old program opens a normal size screen. Requires at least AmigaOS 2.04. V1.07, an update to V1.03 on disk 497. Includes german version and source in C. By Stefan Sticht

ComplexPlot
Allows the transformation of a drawing by a complex function. The drawing can be edited with the mouse (line, circle and fill modes included), and generators for cartesic and polar nets can be used. The freely editable complex function then changes the drawing in many interesting ways. Both english and german versions are included (and some demo drawings). V1.0, binary only. By Michael Gentner

DeluxePacMan
A pacman type game. Commercial quality, with excellent graphics and responsiveness. Automatically adjusts to either PAL or NTSC. Can be controlled with a joystick, mouse, or keyboard. Written in assembly. V1.4, an upgrade to 'PacMan' on disk 717. Shareware, binary only. By Edgar M. Vigdal

GetDate
A small program that allows users with an A500 or A1000 without a Battery backed-up clock to set the date and time from the start-up-sequence. The user is prompted for the current date and time. The last date/time entered becomes the default for the next boot. Binary only. By James Weir

LeftyMouse
Yet another LeftyMouse, this one implemented as a commodity. Swaps the left and right mousebutton for lefties. Requires at least AmigaOS 2.04. V1.06, an update to V1.04 on disk 497. Includes german version and source in C. By Stefan Sticht

CONTENTS OF DISK 868

CDTV-Player
A utility for all those people, who'd like to play Audio-CD's, while multitasking on WB. It's an emulation of CDTV's remote control, but is a little more sophisticated. Access to the archive even without a CD-ROM-Drive (i.e. AMIGA 500-4000), although you can't play a CD. PROGRAM & KARAOKE (live on-screen) included. Recognizes CDs automatically. AREXX-Port for usage in other programs. V2.0, an update to V1.8 on disk number 649. FISH-WARE, binary only. By Daniel Amor

MouseBlanker
Blanks the mouse pointer after a defined timeout or if you press any key. Implemented as a commodity. Requires at least AmigaOS 2.04. V1.21, an update to V1.13 on disk 497. Includes german version and source in C. By Stefan Sticht

Request
Opens the OS 2.0 autorequester from script files. Title, text, gadgets and publicscreen of the requester can be changed by commandline options. Requires at least AmigaOS 2.04. V1.04, an update to V1.00 on disk 497. Includes source in C. By Stefan Sticht

RussianFont
Three Russian Vector Fonts, with a special Russian keymap that matches the Russian typewriter. These fonts are compatible with Russian Fonts found under WINDOWS (=> easy exchange). V3.0, update to version on disk number 805. Designed with FontDesigner. Binary only, shareware. By Daniel Amor

SMaus
A highly configurable "SUN-mouse" utility, implemented as a commodity with a graphical user interface. It activates the window under the mouse pointer if you move or after you have moved the mouse or if you press a key.

You can specify titles of windows which shall not be deactivated using wildcards. Requires at least AmigaOS 2.04, uses locale.library if available. Includes english and german docs, german catalog file. V1.17. Shareware, binary only. By Stefan Sticht

CONTENTS OF DISK 869

Clock
A simple Clock program but with the handy feature that you can "snapshot" the clock to stay with any screen or it can be free to pop to the frontmost screen automatically. Up to 4 alarm times can be set, which can simply put up a requester or cause some program to run in background. Hourly chimes can also be made to run a program (I.E. a sound sample player). Uses locale.library with OS2.1+ V2.00, binary only. By Bernd Grunwald

CL SEP92
This is the September 1992 release of CheatList for the Amiga. Cheatlist is a collection of various forms of help (cheats, hints, codes, etc.) for Amiga games. Included in the package is PokeList, a similar file which details pokes usable with the Action Replay cartridge. The September release covers 500 games, and on average, another forty games are added each release. Shareware. By Various, compiled by Peter Monk

Uhr
A small configurable digital clock (Uhr is german for "clock"), that makes use of the FormatDate() function in WB 2.1's locale.library. Requires at least KS 2.04 and WB 2.1. V1.03, an update to the version on disk 757. Includes source in C. By Stefan Sticht

CONTENTS OF DISK 870

AmigaGuide
Archive distribution of the AmigaGuide hypertext utility direct from Commodore. Contains developer examples and tools for AmigaGuide under V34/V37 and V39, plus a new free print/sign/send-in distribution license for AmigaGuide, amigaguide.library, WDisplay, and their icons. By Commodore Business Machines

FollowMouse
A pair of small blinking eyes following the mouse movements on the screen. Runs from both the WB and CLI. V1.2, an update to the version on disk number 757. Includes source in PASCAL. By Kamran Karimi

Installer
Archive distribution of the Amiga Installer utility direct from Commodore. Contains V1.24 of the Installer, documentation and examples for developers to use when developing their software. Also contains various enhancements and fixes detailed in the documentation enclosed. The documentation has also been enhanced and brought up to date. By Commodore Business Machines

SoftProtect
A software disk write-protection. With the permission of the user, disables floppy writes even on write- enabled disks. Switches to enable/disable states with a gadget. Runs from both WB and CLI. An update to 'Ask-First' on disk number 753. Includes source in assembly. By Kamran Karimi

StackCheck
A program that determines the maximum stack usage of another program. It uses a completely different method than all the other stack-watching programs like WatchStack or Xoper and is very reliable. In most cases it does not require any CPU time to do its work. V1.0, includes source for Aztec C and GNU C. By Gnther Rhrich

SWAP
Memory management may be considered as one of the weak points of Amiga OS. SWAP was written as a trial to provide swapping for Amigas without any special hardware. The main intention is to let the user choose a task, swap it to disk so that its occupied memory is released, and do other things. Later on, he could swap the program back to main memory and let it continue from the point it was interrupted. Includes source in C and assembly. By Kamran Karimi

WindowShuffle
Activates and brings to front next or previous window with hotkeys. Hotkeys can be changed. Implemented as a commodity. Requires at least AmigaOS 2.04. V1.07, an update to V1.05 on disk 497. Includes german version and source in C. By Stefan Sticht

CONTENTS OF DISK 871

ABackup
A very powerful backup utility that may be used both for hard disk backup and for file archiving. Has a full Intuition interface, a "batch" mode, can save/load file selection, handle HD floppies, use any external compression program, etc.. Includes both English and French versions. V2.43, an update from V2.40 on disk 838. Shareware, binary only. By Denis Gounelle.

DImpWin
A GUI interface for Disk-Imploder (included) by A.J. Brouwer. DImp is one of the most efficient disk archivers available for the Amiga. It offers 7 different levels of compression, the ability to create self-extracting archives, MULTIPLE CYLINDER RANGES, ability to work with any floppy compatible device (such as RAD: & FMS disks) and it can also add a text-file to the archive that will be displayed during extraction. Via the GUI interface, DImp-Win will invoke DImp and tell it what to do. DImp-Win V1.0, DImp V2.27. Requires AmigaOS 2.04+. Binary only. By Colin Bell (DImp-Win) and A.J. Brouwer (DImp)

Planetarium
An astronomy program which displays and animates the planets of the solar system at specific times. Useful for quickly and easily determining the best times to view the planets, observ-ing retrograde, etc. V1.0, OS 1.3, 2.x, 3.0 compatible. Shareware, binary only. By Jim Schwartz

StatRam
Stat-RAM or 'SD0:' is a very fast recoverable ram drive that takes advantage of FFS under WB2 or FFS International under WB2.1 or 3. This work is based on ASDG's 'VD0:'. ASDG-RAM has been reliable for many years since it was placed in the PD. However it has always been slow because it uses OFS, or old file system. On an accelerated machines, SD0: is up to 7 times faster, and averages 5 times faster than the original VD0:. It's also 4 to 5 times faster than RRD. It survives the deepest re-boot, even the ColdReboot of re-kicking a KS file. V1.5, binary only. By Richard Waspe

TrashIcon
A WB 2.x application icon to delete files. Puts an icon at a possibly user defined position on the WB screen, that deletes all files that are dragged onto it. V1.4, an update to V1.2 on disk number 839. Binary only. By Mark McPherson

UnivConq
A strategy game where two human players battle for control of the universe. The game has several variables that allow the players to vary the density of planets, the initial number of ships, and the length of play. Status information is contin-ually updated to allow the player to concentrate on strategy, not statistics. Includes digitized pictures and sound. V1.08. Compatible with WB 1.3 & 2.x. Binary only. By Randy Wing

CONTENTS OF DISK 872

Convert
A units conversion utility inspired by "Units" (by Gregory Simpson) but is easier to use and can be customized by changing the data file (conv.dat) alone and does not require recompila-tion of the program. V1.3, binary only. By David Whitmore.

ToolManager
Part 1 of a 2 part release of the very popular program by Stefan Becker. This part contains LHA archives of the binary files and graphics. Part 2 can be found on disk number 873. ToolManager is a full featured program for either WB or CLI tool management. Includes the ability to add menu items to the 2.x "Tools" menu, add WB icons or dock Windows. Features multi- column docks that automatically detect largest image size, ARexx, sound and Locale support. V2.1, an update to V2.0 on disk number 752. Includes source, lots of graphic images, and programmers support for using the toolmanager.library. Requires 2.x for full functionality By Stefan Becker

CONTENTS OF DISK 873

Cross
A program that creates crossword puzzles. Has a message data file to allow easy translation into almost any human language, with English and German currently supported. V5.1, an update to V4.1 on disk 537. Includes source in M2Amiga Modula-2. By Jurgen Weinelt

Flnf
A very versatile directory listing utility. It can examine the contents of files and display a short type description. In addition, Flnf has a whole slew of options that allow you to filter files by type, date, age, size etc., as well as recur-sive directory descending, and adjustable output formatting. So next to simply listing directories, Flnf is extremely useful for creating hybrid commands that perform functions closely tuned to your specific needs. V1.15, binary only. By Peter Struijk

MRIconSort
MRIconSort is a nifty little tool which will alphabetically sort and align your icons and optionally create icons for files and drawers which don't have them. If you have drawers with tons of icons which are a hopeless jumble, this program is for you! V1.01, binary only. By Mark R. Rinfret

ToolManager
Part 2 of a 2 part release of the very popular program by Stefan Becker. This part contains an LHA archive of the source, TeX docs and programmer's support files. Part 1 can be found on disk number 872. ToolManager is a full featured program for either WB or CLI tool management. Includes the ability to add menu items to the 2.x "Tools" menu, add WB icons or dock Windows. Features multi-column docks that automatically detect largest image size, ARexx, sound and Locale support. V2.1, an update to V2.0 on disk number 752. Includes source, lots of graphic images, and programmer's support for using the toolmanager.library. Requires 2.x for full functionality. By Stefan Becker

CONTENTS OF DISK 874

DFA
NOT just another address utility. DFA(ddress) features email support, dialing, different types of printing addresses, full commodity support, application icon, Arexx port, font sensitive windows and can be fully directed by the keyboard. V1.23, lots of enhancements and bug fixes since V1.1 on disk number 782. Shareware, binary only. By Dirk Federlein

TWA
A commodity that remembers the last active window on any screen. If screens are shuffled, the window is automatically re-activated, when that screen is brought to front. V1.2, an update to V1.0 on disk number 781. Binary only. By Matthias Scheler

CONTENTS OF DISK 875

ADoc
A help utility for the Amiga. Features include automatic search of any work on which you clicked, ability to use Auto-Doc and AmigaGuide files, support of locale.library, an AREXX port, and more. V3.01, an update to V1.21 on disk number 747. Binary only. By Denis Gounelle

APrf
A print utility with a full Intuition interface, a preview function, page selection, line numbering, multi- columns mode, customizable headers and footers, an AREXX port, an AppWindow, and more. Includes both English and French versions. V2.11, an update to V1.40 on disk number 747. Binary only. By Denis Gounelle

AZap
A "new generation" binary editor, able to edit files, memory or devices like hard disks. It can open several windows at the same time, supports locale.library, and handles all OS3.0 file systems. V2.04, an update to V1.00 on disk number 759. Binary only. By Denis Gounelle

Blanker
An attempt to provide the Amiga community with a future- compatible, easily expandable screen blanker. Provides a a platform for others to write custom screen blanker modules and not have to worry about the difficulties associated with setting up a Commodities interface and dealing with concur-rency problems. V2.3, includes source and several sample blanker modules. By Michael D. Bayne

KillAGA
Allows you to run old, badly written, programs (mainly demos and some games) from your A1200/4000 hard disk without having to continually reboot and switch chip settings. On return from the program, the system returns to full AGA state. V2.0, binary only. By Jolyon Ralph

SeekSpeed
Measures the seek performance of any valid device. It works by using the system's very accurate E clock and measures the time taken for seeking and reading varying numbers of sectors under both sequential and random access. Every test is per-formed 100 times if possible, and the average reported. GUI interface, can be run form the CLI or WB. Requires OS2.04+. V37.12, binary only. By Richard Waspe

CONTENTS OF DISK 876

ArmyMiner
An ultimate "XMines-type" game that integrates all of the best aspects of the previous Amiga versions of the game. Options include: Automatically mark or clean the neighbours of a square; Safe start (no explosion at first click); Safe click (gadget-like behavior for squares); Question marks (for con-figuration analysis).
You can also specify your own custom board settings. The game has a very useful pause option, sound effects, high-score tables and a very nice interface. It works under OS v1.3 or 2.0, NTSC or PAL. V1.1, an update to V1.0 on disk number 851. Binary only. By Alain Laferriere

BattleStar
A fun text-based adventure game. It is reminiscent of Dungeon (aka Zork) and Adventure. You start out on a space ship under attack and must get off and back to the planet. Ported from UNIX, with very little "amiga- i-zation". Runs from the CLI only. Includes source. By David Riggle, Amiga port by David Ingebretsen

CONTENTS OF DISK 877

Lyapunovia
A mindboggingly colorful program that produces fractal pictures from a simple mathematical formula called "Lyapunov Space". Lyapunovia pictures vary from colorful candy to mean metal (or something), offering you everything you ever wanted in visual representation of mathematical abstractions. Lyapunovia has been tested on all Amigas from WB1.2 to 3.1. The program supports AGA graphics, floating point units, 68020+ CPUs, and 24-bit output (to 65000 x 65000 pixels!). A zoom factor of 10,000,000,000,000,000 is possible. V1.5, an update to V1.0 on disk 784. This is the full program, the difference between the unregistered and the registered version has been eliminated. Binary only, shareware. By Jesper Juul

CONTENTS OF DISK 878

bBaseIII
An easy to use, versatile, yet full featured database program that will run on any Amiga. Search or sort on any field, print mailing labels, (un)delete records, mail merge, get reports in many formats, scramble files, flag records, and more. Fields are user- configurable, so bBase can be used to keep track of addresses, tape or video collections, recipe files, or anything else you can think of - one program does it all! bBaseIII is a greatly enhanced successor to bBaseII. V1.3, an update to V1.1 on disk number 760. Shareware, binary only. By Robert Bromley

DockBrushes
Fifty plus 16-color dock brushes for use with ToolManager, AmiDock, or just as Icons. By David Voy

DrChip
Four utilities to make your C programming life a little easier. Included are: ccb -- A C-source code indentation beautifier; flist -- generates lists of functions from either C or C++ files; hdrtag -- ViM, Z, and emacs support tags; toproto - converts source code to and from old K&R style to the new prototype-using style. Binary only, freeware. By Dr. Charles E. Campbell, Jr.

Scypmon
Machine-language monitor with many features. Provides you with all functions like assembler, disassemble, search, transfer, fill, trackloadings etc. V1.7, fixes 2 nasty bugs of V1.6 and should now run without errors. Binary only. By Joerg Bublath

CONTENTS OF DISK 879

DiskTest
A utility to test the integrity of floppy and hard disks, a la Norton Utilities. V2.10, an update to V2.03 on disk 828. Requires AmigaDOS 2.04 or later. Public domain, includes source. By Maurizio Loreti.

Find
A pattern matching program which uses the weighted Levensthein distance algorithm. Requires OS1.04 or later. Commodity and Arexx Support. Manual in AmigaGuide format. V1.0, Includes source. By Karlheinz Klingbeil

Millim
A utility that generates millimetered paper with linear or logarithmic scale (both in x and in y) on a PostScript line printer (on whatever printer, with a PostScript interpreter like Post from Adrian Aylward, disk 669). Public domain, includes source in PostScript. By Maurizio Loreti.

Watcher
A little title-bar commodity which can be customized to show various information such as the free space on hard drive partitions, free memory, system time and date etc. Font and Overscan sensitive, can jump between public screens by clicking on it's Zoom gadget.
Includes WatcherPrefs, a utility that allows you to customize what Watcher displays and its general behavior. Version V37, includes source By Franz Hemmer

CONTENTS OF DISK 880

Oberon
This is a freely distributable demo version of a powerful compiler for Oberon-2. Oberon-2 is one of the most modern object-oriented languages. This language was designed with the aim to increase the power of Modula-II and to extend it with object-oriented facilities while reducing its complexity. This implementation features a parallel incremental garbage collector, a runtime source-level debugger, fast compilation, optimized code, language extensions to access AmigaOS, etc. V3.0, an update to V1.16 on disk 380. Binary only. By Fridtjof Siebert

SnapWindow
A small utility that allows you to attach window activation/pop window-to-front to function keys. This allows you to instantly find and activate the desired window. Also includes a sunmouse and screen blanker. V1.0, binary only. By Jason Scott Chvat

CONTENTS OF DISK 881

CopyC-DEMO
A Disk Tool for making backup copies, formatting, relabeling, installing, etc. Includes selective tracks, doscopy, Block-copy, ramcopy, bitmapcopy, syncwords, and more. Written in assembly. V1.0, binary only. By Ludwig Huber

Lyr-O-Mat
A simple, fun program designed to generate sentences out of a word list and a sentence pattern database. German and English database included. V1.1, an update to V1.0 on disk number 863. Includes source. By Karlheinz Klingbeil

PrintFiles
A freely redistributable print utility to replace the standard WB Printfiles command. Supports Arexx, application icon, and setting up a print list with unlimited number of entries. Requires OS 2.04. Includes two versions, V1.4e in English and V1.4d in German, an update to V0.91 on disk number 683. Binary only. By Karlheinz Klingbeil

Shuffle
A small game to play whenever you haven't something else to do. Turns your WB into a "sliding- Block" type puzzle game. Requires OS2.04 or later. V1.0, includes source. By Karlheinz Klingbeil

CONTENTS OF DISK 882

GALer
GALs (Generic Array Logic) are programmable logic devices. "GALer" is the software and the hardware which is necessary to program your own GALs. The supported GAL-types are GAL16V8, GAL16V8A, GAL16V8B and GAL20V8, GAL20V8A, GAL20V8B. The circuit diagram for the GAL device programmer is avail-able from the author. V1.4, an update to V1.3 on disk number 633. Now includes both English and German versions. Shareware, includes source. By Christian Habermann

Solit
A freely-distributable, non-Klondike, solitaire card game for the Amiga under WB 2.x. V1.06, binary only, shareware. By Felix R. Jeske

CONTENTS OF DISK 883

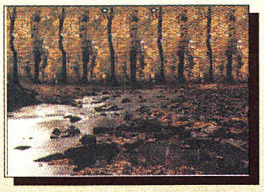
BBBBS
Baud Bandit Bulletin Board System. Written entirely in ARexx using the commercial terminal program "BaudBandit". Features include up to 99 file libraries with extended filenotes, up to 99 fully threaded message conferences, number of users, files, messages, etc. are only limited by storage space, controlled file library and message conference access for users and sysops, interface to extra devices like CD-ROM and others, all treated as read only, complete Email with binary mail and multiple forwarding, user statistics including messages written, files uploaded or downloaded, time, etc, plus much more. Now includes a complete offline reader/answer called bbsQUICK.rexx. V5.9, an update to V5.7 on disk 761. Includes complete ARexx source. By Richard Lee Stockton

bbsQUICK
An offline read/reply/upload/download module for BBBBS. Complete GUI with support for multiple BBBBS systems. Includes complete ARexx source. By Richard Lee Stockton

CONTENTS OF DISK 884

All
The Archiving Intuition Interface makes things easier if you are archiving or dearchiving files. You can do it all with the click of a mouse button, instead of typing in a whole line in the CLI. V1.38, an update to V1.35 on disk 825. Supports several archiving formats including LHa, Zoo, Arc, UnArj, and UnZip. Requires reqtools.library. Shareware, binary only. By Paul Mclachlan

BackUP
A freely distributable, shareware hard drive backup program that features a custom Intuition interface, multi-floppy drive support, high-density drive support, incremental/full backups, on-the-fly compression using lh.library, optional verify, two types of backup logs, safe-backups and a restorable configuration. BackUP requires WB 2.x, 1MB RAM and lh.llbrary V1 (supplied). V3.88 is an update to V3.77 on disk number 724, containing new features, some optimizations and a few



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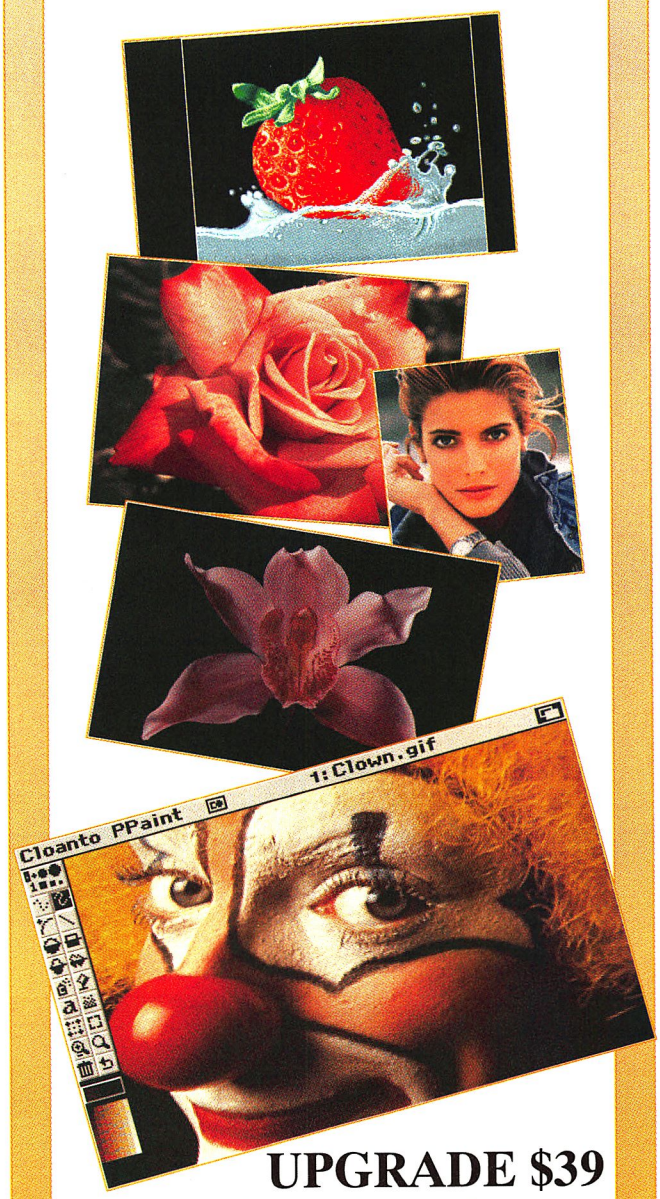

It fully exploits all generations of Amiga computers and operating systems - from the Original to the Advanced Amiga Architecture (up to 256 colours and a 24-bit palette), accelerator cards (including FPU and cache-RAM) and graphics boards (Display Database and Blitter compatible).

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bug fixes. Binary only. By Felix R. Jeske

Budget93
Ernie's Budget program for maintaining checking, credit card accounts and personal budgets. Journal input accounting for each checking and card account. Automatic distribution of journal entries into account categories. Reports by month for journal and account categories. Example journals included. V10.00, binary only, shareware. By Ernie Nelson

P-Compress
A compression program that produces smaller files faster than any other current general-purpose cruncher, using LZH compression algorithms. Can handle single files, whole drawers, disks, or selected files or types of files within drawers and disks. Includes compression and decompression object files which can be linked to your own programs to allow them to access and output data in LZH format. V2.9, an update to V2.5 on disk 760. Provides compatibility with OS.3. By Chas A. Wyndham, LZH code by Barthel/Krekel

PostSplit
Update of the Pagestream Postscript file splitter found in the PSTools directory of disk 732. Also includes a couple of textfiles: pgs-fonts.lst -- a listing of the most common DMF Pagestream font ID numbers. Useful for finding what fonts were used in a document. Adobe.lst - - Listing of the ID numbers from the 750 most common Adobe fonts found on the Amiga and PC. Postsplit V1.05, includes source. By Ian Parker

QuickTrans
All 17 functions of mathtrans.library and also of mathieeesingtrans.library. Faster and about as accurate as Commodore's libraries. Mathtrans.library trig functions over twice as fast; log and exponential about 3 times as fast. Mathtrans. library is update of quick-trans on disk number 592. Mathieeesing-trans.library is new, with most speed gains comparable to those of mathtrans.library. Log and tan are about 4 times as fast as Commodore's. V100, binary only. By Martin Combs

S-Anim5
Turns Anim5 animations (DPaint, Videoscape, P-Animate etc.) into self-contained self-displaying compressed files callable from the WB or CLI. As with S- Text and S-Pic these solve all decompression and display problems and save a lot of space as well. No compiling needed. V1.1, freeware, binary only. By Chas A. Wyndham

S-Pic
Turns IFF ILBM pics into completely self-contained self- displaying compressed files callable from the WB or CLI. As with S-Text (on disk number #817), S-Pic will give you space-saving files which can be distributed without having to bother about display and decompression compatibility. No compiling needed. V1.2, freeware, binary only. By Chas A. Wyndham

CONTENTS OF DISK 885

False
The language FALSE and it's compiler were designed for only two reasons: building a working compiler in just 1k () and designing a language that looks cryptic and fuzzy (in the APL tradition). The result is a language that is quite powerful (for it's size). It's a Forth type language with lambda abstraction and lots of other goodies. V1.1, includes source. By Wouter van Oortmerssen

KCommodity
Part 1 of a 2 part release of this popular commodity. This part contains the binaries, docs, and support files. Part 2 contains an LhA archive of the sources and may be found on disk number 886. KCommodity is a multifunctional commodity for OS 2.0. Includes window- activator, time-display in several modes and formats, alarm function, KeyStroke-Clicker, time to environment, Window/Screen cycling, LeftyMouse, ESC-Key can close Windows, Revision Control System, telefone bill calculator, Screen/Mouse-Blanker, Mapping of german "Umlauts", Pop-Up Shell, AppIcon support, user definable HotKeys, Exploding Windows, Screen Dimmer, Mouse accelerator and more. Fully controllable via ARexx- Port. Completely rewritten UserInterface and several new functions like TagScreens in enhanced version, Display dump (which may dump to a file, too), localized and much more. Again "some" bugfixes were made. V2.5a, an update to V2.00 on disk number 746. Requires OS 2.0 or later. Written in assembly for speed and efficiency. ShareWare, includes source. By Kai Iske

CONTENTS OF DISK 886

GoalKeeper
Computer Soccer administration program. With this program you can create your own mini-League with up to eight teams. Is fit for the European and the UK way of counting scores. Now you can really find out who's the best at 'Kick Off 2','Sensible Soccer' or real soccer! V1.0, includes source. By Camiel Rouweler

KCommodity
Part 2 of a 2 part release of this popular commodity. This part contains an LhA archive of the sources. Part 1 contains the binaries, docs, and support files and may be found on disk number 885. KCommodity is a multifunctional commodity for OS 2.0. Includes window- activator, time-display in several modes and formats, alarm function, KeyStroke-Clicker, time to environment, Window/Screen cycling, LeftyMouse, ESC-Key can close Windows, Revision Control System, telefone bill calculator, Screen/Mouse-Blanker, Mapping of german "Umlauts", Pop-Up Shell, AppIcon support, user definable HotKeys, Exploding Windows, Screen Dimmer, Mouse accelerator and more. Fully controllable via ARexx- Port. Completely rewritten UserInterface and several new functions like TagScreens in enhanced version, Display dump (which may dump to a file, too), localized and much more. Again "some" bugfixes were made. V2.5a, an update to V2.00 on disk number 746. Requires OS 2.0 or later. Written in Assembler for speed and efficiency. ShareWare, includes source. By Kai Iske

PatchLibrary
This is the initial release of the patch.library programmer's pack. It provides easy-to-use functions to safely install custom code for library functions. Two example programs ShowNeededFiles and CPUClear demonstrate how the library works. ShowNeeded-Files patches dos.library to print messages whenever Open(), LoadSeg() or Lock() is called. CPUClear patches graph-ics.library/BltClear() to use the CPU instead of the Blitter. V1.55, assembly source is included for the example programs. By Stefan Fuchs

Pyramid
A program that create pyramids under the POV raytracer authorizing the user to set up parameters such as the height, the texture, the number of stages, etc... and that allows one to choose the pyramid as desired. French and English versions, with two example pictures. V2.0, Binary only. By Nicolas Mougel

TextPort
Four text porting utilities: StripCR strips the CR character from the end-of-line codes of MSDOS text files, for AmigaDOS or unix compatibility. AddCR converts AmigaDOS text files to MSDOS, but doesn't touch EOL codes that are already compatible. StripHR strips out hard returns from a text file, leaving paragraph formatting intact. Useful for word-processors. Reformat re-wraps a text file to a different line length. V1.0, PD, includes source. By Alex Matulich, Unicorn Research Corporation

TrackEd
A disk sector editor with user friendly hex-adecimal/ASCII edit possibilities. Data can be searched on part of a disk or the whole disk in four different ways. Works with all DFx: drives. OS2.0 or higher required. V1.24, includes source. By Camiel Rouweler

CONTENTS OF DISK 887

ARTM
Amiga Real Time Monitor. Displays and controls system activity such as tasks, windows, libraries, devices, resources, ports, residents, interrupts, vectors, memory, mounts, assigns, locks, fonts, hardware, res-cmds, a little SystemMonitor and display the last Alert. V1.7, an update to V1.6 on disk 652. Shareware, binary only. By Dietmar Jansen and F. J. Mertens

FHSpread
A Spreadsheet program that uses its own custom screen. Can be switched between hires, laced and PAL, NTSC. V1.71, should work on any amiga with at least 1MB. Binary only. By Frank Hartog

JACOsub
Timed script player for professional-quality video titling. Extremely flexible script format allows generation of outlines & shadows around multiple fonts, complete control over position, style, margins, color, auto-wordrapping, etc. Time events may be non-sequential and overlapping. Displays IFF graphics with the title text. Several 3rd-party script formats supported. True multiple-video buffering for superclean transitions between displays. On-the-fly shift and ramp time adjustments. Thoroughly tested by many users. V1.5 shareware, binary only, includes demo and fonts. By Alex Matulich, Unicorn Research Corporation

ThrowMouse
A WB tool that replaces often used mouse clicks through icon tooltypes. May be used with WBStartup to open any WB drawer etc. Version 0.70, freeware, binary only, with source available from the author. By Roland Mainz

MakeLink
A replacement for the CBM "MakeLink", fully compatible. Features are soft & hard links, links to files & directories and link loop warnings. Version 0.90, freeware, binary only, with source available from the author. By Roland Mainz

NBuff
Rewrite of A.C.R. Martin's original DBuff double-buffer routines from an early library disk. No more memory leaks nor misuse of MrgCop()! The JACOsub video titler uses NBuff. NBuff allows any number of video buffers, not just two. A single #define makes it fast and Intuition-unfriendly (like DBuff) or friendly (which is a bit slower). Another #define controls whether NBuff will or will not use the Layers library for transparent, automatic buffer boundary clipping. V2.2, PD, C source + binary demo. Docs in NBuff.c. By Alex Matulich, Unicorn Research Corporation

SegTextMaster
A little tool for programmers who need to use large amounts of text in their programs (I.E. adventure games). It creates an array of characters with a header. Makes compiling/assembly time very quick and reduces space requirements. Requires AmigaDOS 1.2 or higher. V1.0, binary only, sample source for application included. By Titus v. Kraft

X10Commander
Allows owners of the X10(R) CP290 HOME CONTROL INTERFACE to program the 128 event capable interface or send direct commands through it to control lights, appliances, etc... V1.0, binary only. By Gregory MacKay

CONTENTS OF DISK 888

CFN
When working in the Shell, allows you to complete filenames by just hitting the ‹TAB› key in a manner similar to that commonly found on UNIX systems. When similar filenames exist, CFN will complete the file name up to the point they differ, then wait for you to add more characters, after which you can simply press the ‹TAB› key again to complete a unique file name. V1.0, includes source. By Andreas Gnther

MainActor
A modular animation package containing modules for various animation and picture formats. You can create/edit/time/play animations of any size. An arexx port is integrated. V1.0, binary only. By Markus Moenig

NewList
The ultimate 'ls'. Fast, small, powerful, and fully configurable. Features include links, networking, Envoy, mufs, assign adds, datatypes, a pager, complete output formatting (date,header,etc) , various recursions, and all the sorts and filters a person will ever need. Newlist runs in 10 major languages as well. V8, an update to V6.0 on disk number 597, binary only, WB2.0+ required. By Phil Dietz

SwitchWindow
A replacement for the CBM "IHelp" commodity. It allows you to arrange the windows in many different ways via hotkeys and a powerful REXX port. Version 0.85, freeware, binary only, source available from the author. By Roland Mainz

CONTENTS OF DISK 889

Csh
Replacement for the Amiga shell, similar to UN*X csh. Main features include over 100 built in commands, 70 functions, new system variables, file name completion, freely programmable command line editing, file classes, auto cd, lazy cd, intuition menus for the shell window, automatic RX-ing, local variables, $( ), statement blocks, high speed, plus much more. V5.31, an update to V5.19 on disk 624. Includes source. By A. Kirchwitz, U. Dominik Mueller, C. Borreo, S. Drew, M. Dillon

DiskCat
DiskCat is a disk cataloger. The files can be organized any way you want. You can make and name any category you care to. Categories and files can be moved. Through menu selection, all disks that are inserted are automatically searched and the useful information copied. A 40 char comment can be entered for each file. The database can be searched and exported. V1.3, requires OS 2.04+, binary only, shareware. By Kenny Nagy

DxConverter
Converts binary/hex/ULONG integers/ASCII/RAWKEY codes to binary/hex/ULONG integer or ASCII. Fully intuitionalized. V1.0, binary only, freeware. By Kenny Nagy

SCSIutil
A CLI utility to issue commands to a SCSI disk using a specific SCSI id number. Commands include inquiry, seek, start/stop motor, read sector(s), play audio CD sectors, insert, eject, read capacity, etc. V1.815, an update to V1.0 on disk number 669. Freeware, includes source. By Gary Duncan and Heiko Rath

CONTENTS OF DISK 890

DiskMate
A disk utility with multidrive disk copier (either DOS or non-DOS disks), disk formatter, disk eraser, disk installer, and floppy disk checker. V4.3, an update to V4.1 on disk number 854. Binary only. By Malcolm Harvey

DropBox
WB AppIcon Commodity that examines the filename of the file dropped in it, then searches a configurable database for an action to perform on it, such as read, display, edit, unarc, etc. Requires OS 2.04+. V1.01, binary only. By Steve Anichini

FileRexx
Opens an ASL-filerequester on the frontmost PublicScreen, and prints the selected file/directory to StdOut, into an environment-variable (if choosen), or into an arexx-variable (if File Rexx has opened a rexx-host). The size of the filerequester will adjust automatically to the actual visible screensize if not affected from the given arguments. V1.3, binary only. By Michael Hohmann and Hartmut Goebel

LogicShop
Build and test logic circuits. Everything is accessed from an intuition interface. V1.1, binary only, freeware. By Kenny Nagy

OnTheBall
Demo version of a desktop aid that contains: Calendar View & Print adjustable week, month, and yearly schedules. Search forward & backward through appointments. 9 repeat modes. reminder with snooze. Addressbook Mailing labels, autodialer. Search & sort by any field. Attatch notes. To-Do List Sorts by optional due dates. Search/Print. NotePad Full-featured text editor, have as many notes open at one time as you like. Attatch notes to any entry in any application. Multi-lingual, works on all Amigas. Preferences. ARexx. Imports Nag(c) files. Create personalized "Tags". Much more... V1.10, binary only. By Jason Freund, Pure Logic Software

StChr
Allows users of ASDG's CygnusEd Professional to select a character via point-n-click rather than having to remember (or lookup) the ascii keycode for it. Useful for entering international, special, or infrequently used characters. V1.0, includes source in C. Requires AmigaDos 2.0. By Njaal Fisketjoen

CONTENTS OF DISK 891

AskEnv
A requester construction tool for use with DOS-scripts, AREXX and any other language that can start an external program. System and file requesters may be called by command line args, and config files allow construction of complex requesters containing almost any type of gadtools gadgets. Extended gadget types can call file requesters and start programs. Results are stored in environment variables. Requires OS 2.04, V2.5, binary only. By Bengt Giger

DiskSalv2
A disk repair, salvage, and undelete utility for all standard disk devices and file system types. Has a full Intuition interface and runs from WB or Shell. It can fix most problems in-place and can reverse a partial or QUICK format. It can copy out from disks that can't be fixed due to physical damage, with a destination going to any AmigaDOS disk device or pipe (eg, TAPE:). In English, locale catalogs included for Danish, French, German, Italian, Norwegian, Finnish, and Swedish, short manuals in English and Swedish. Extensive update to DiskSalv 1.42 on disk 251. Requires AmigaOS 2.04 or later. Uncrippled Shareware, binary only, V11.27. By Dave Haynie

HDClick
A Harddisk-Menu and WB-Tool. Easily start programs, batchfiles or ARexx-scripts simply by clicking on a gadget. Opens its own screen or only a small window on the WB. Includes an AppWindow/AppIcon to view pictures, listen to samples, print texts or even decrunch archives by just dragging an Icon on the AppObject. Gadgets can have their own fonts and colors. Unlimited number of sub-menus. Easily configurable, with Online-Help. Requires OS 2.04. V2.53, an update to V2.0 on disk 605. Binary only, shareware. By Claude Muller

ROMTagMem
Adds non-autoconfig memory as early as possible to the memory list. In situations where you have only CHIP memory and nonautoconfig memory, your system will run faster and have more CHIP memory available if as many system structures as possible are not in CHIP memory. Binary only. By John Matthews

Skew
Skeleton Writer is a tool for generating C code for various Intuition based applications. You click the mouse and the code gets written. Similar to PowerSource and GadToolsBox, but with slightly different functionality. V1.28, an update to V1.2 on disk 746. Includes source. By Piotr Obminski

CONTENTS OF DISK 892

DviHp
A printer driver for HP LaserJet (trademark of the Hewlett Packard Company) and compatible printers. It translates DVI files, usually generated by TeX, to a code understood by HP-LJ (PCL printer control language). DviHp supports downloading fonts, which gives you extremely fast output. It allows you to include IFF ILBM files into your documents. V1.0, binary only. By Ales Pecnik

Gemini10X
All-new printer driver for Star Gemini-10X and 15X printers. Features graphics resolutions twice as high as the Commodore provided "EpsonXOld" driver. V35.1, binary only. By Michael Bohnisch

Indent
A C source code formatter/indenter. Especially useful for cleaning up inconsistently indented code. V1.8, an update to V1.7 on disk 821. Includes source. By Various, Amiga port by Carsten Steger

Look
A powerful program for creating and showing disk magazines. Supports IFF pictures, IFF brushes, ANSI, fonts, PowerPacker, and many more features. Programmed in assembly language to be small and fast. German language only. V1.9, an update to V1.6 on disk 816. Shareware, binary only. By Andre Voget

MouseAideDEMO
DEMO version of a "Mouse" utility which has all the standard functions: Mouse Acceleration with threshhold, window and screen manipulation by mouse and keyboard, mouse and screen blanking, SUN (auto-activation) mouse, user definable "hot key" command, Keyboard "String" macros, etc... But also has functions other "Mouse" programs do NOT, such as: Shell-Cycling, Key Clicking, Key-Closing, Multi-Icon-Select with Mouse, Middle Mouse Button Windowing, EZ-Date generation, Mouse Port switching, WB to the front function, Ez- Dragging, Freezing Mouse & Keyboard of all input, etc... Now features an easy to use Pop-Up 2.xx style intuition interface and the ability to function correctly in all the new screen modes! Written in assembly for efficiency in size and CPU usage. Version v9.69a, an update to version v7.12a on disk 788, Binary only. By Thomas J. Czarnecki

TeXPrt
A front-end for DVI printer drivers with a (nice?) GUI. It is highly configurable and can be used with various DVI printer drivers. Configuration files for Georg Hessmann's DVIPrint (PasTeX), DVILJP (AmigaTeX) and DVILJ2P (Gustaf Neumann) are included. TeXPrt has an ARexx port and interprets 18 ARexx commands. TeXPrt runs on an App-Window and supports an (optional) AppIcon for selecting DVI files. Needs at least KS 2.04. This is V2.0, freeware, includes source in C. By Richard A. Bodi

CONTENTS OF DISK 893

AmigaWorld
A database program that contains information about every country on Earth. It enables you to have a look at the data of one country, or to compare several ones. Among other things it displays location, capital, area, population, languages, currency and the flag of each country. AmigaWorld is very easy to handle, and you can use it with your favourite font, screen mode and colors. You can also choose between English, German, Swedish and Dutch output. It works on every Amiga that has one MByte of memory and KS 1.2 or later. Freeware V2.0, an update to V1.1 on Disk number 851. New features include flag display and information about religions and international organizations. Modula-2 source is available from the author. By Wolfgang Lug

BadLinks
A utility which tests the links in newly written amigaguide documents. Rather than manually clicking on every button in your amigaguide document to ensure each will link up with a valid node, just run BadLinks. Will work on documents which reference nodes in other amigaguide documents too. V1.17, binary only. By Roger E. Nedel

Clouds
A program which creates random cloud scenery. You may save the pictures as IFF-files and use them as background for your WB. Uses new AGA-features. Operational on all AMIGAS with all WB-Versions, but needs at least 2.1 to gain access to all features. V2.9, an update to V2.0 on disk number 805.

Public domain, includes complete source in KICK- PASCAL. By Daniel Amor

CONTENTS OF DISK 894

AntiRascism
Some texts, pictures and programs dealing with the problem of violence & rascism. Sources included. V1.0. By Daniel Amor and others

CDTV-Player
A utility for all those people, who'd like to play Audio-CD's, while multitasking on WB. It's an emulation of CDTV's remote control, but is a little more sophisticated. Access to the archive even without a CD-ROM-Drive (i.e. AMIGA 500-4000), although you can't play a CD. PROGRAM & KARAOKE (live on-screen) included. Recognizes CDs automatically. AREXX-Port for usage in other programs. V2.05, an update to V2.0 on disk 868. Docs in English, French & German. Supports CDTV-Drives & XETEC-Drives. FISH-WARE, binary only. By Daniel Amor

GreekFont
This is a scalable vector font. It's the Greek equivalent of the Times Roman font. It includes the Greek typewriter setmap and is available as ADOBE TYPE 1, PAGESTREAM FONT (dmf-file), PROPAGE FONT & INTELLIFONT. This Font is shareware. Designed with FontDesigner. By Daniel Amor

LazyBench
LazyBench is a utility for lazy people with a hard disk crammed full of goodies which are difficult to reach because they are buried away in drawers inside drawers inside drawers inside drawers... Supports tools and projects and both OS 1.3 and OS 2.xx versions are supplied with this distribution. LazyBench for the OS 1.3 opens a little window on the WB screen and delivers a fully configurable menu which brings up to 30 applications at your fingertips. LazyBench for the OS 2.xx adds an item under the WB "Tools" menu, installs itself as a Commodity and waits in the background. Use its hot key combination to pop up its window and then select an application to be launched. Versions 1.01 (OS 1.3) and 1.10 (OS 2.xx), an update to the versions on disk number 860. Binary only. By Werther 'Mircko' Pirani

Resize
A font-sensitive utility to change the dimensions of the shell window. Offers two options: Reporting the current dimensions of the shell window and setting new ones. Includes source. By Bernd Raschke

CONTENTS OF DISK 895

FMsynth
A program to create sounds with FM synthesis. It has six operators, a realtime LFO and a free editable algorithm. The sound can be played on the Amiga keyboard and saved in IFF-8SVX format. V1.1 giftware, includes source in Oberon-2. By Christian Stiens

MakeDMake
An automated DMake file generator. You give it the names of all the C-files used to produce your executable (except #include'd .c or .h files), and it will automatically scan them to find all dependencies, and produce a ready to use (in many cases) DMakeFile calling DCC with options you will need for normal compilation and linking. Version 0.22, an update to version 0.19 on disk 810. Includes source. By Piotr Obminski, from original code by Tim McGrath

MuchMore
Another program like "more", "less", "pg", etc. This one uses its own screen to show the text using a slow scroll. Includes built-in help, commands to search for text, and commands to print the text. Supports 4 color text in bold, italic, underlined, or inverse fonts. Can load xpk-crunched files, has a display mode requester and is now localized (german catalog included). V3.3, an update to V3.0 on disk number 560. Includes source in Oberon-2. By Fridtjof Siebert, Christian Stiens

StAid2
Demo of the multi-purpose educational UTILITY called "Student Aid]|". This utility allows you to create, load, edit, practice and print TRUE/FALSE, MULTIPLE CHOICE and FILL IN THE BLANK tests or quizzes on any subject you desire. It will also save grades to monitor progress. This demo contains some sample tests on various subjects, and has all features enabled except for SAVE TEST. Works on WB1.3 to 3.x, NTSC & PAL. (May not work with FastROM). Ver 0.8, binary only. DEMO is freely distributable. By Rick Rojas

CONTENTS OF DISK 896

AnsiView
A utility to view IBM ansi pics on the AMIGA. Supports the 16 color IBM Ansi standard fully. Works on any AMIGA running any version of AmigaDos. V1.0, binary only with source available from the author. By Marcus Trisdale

DA
"Digital Aesthetics". A program that provides you with a soothing audio environment in which to work, similar to the cd's/tapes available of rainstorms, ocean surfs, rivers, etc. The sounds are contained in modules called "EMods", short for Environment MODules. With DA, you can control various aspects of these EMods, and link EMods together in a list to be played in sequence. Two short EMods are provided, with more available when you purchase the registered version. V2.5, OS2.x required, binary only. By Greg Grove

Riff
A little iff reader written in modula-2, M2amiga. V1.1, includes source. By Marcel Timmermans

SamPull
A utility which will allow you to manipulate and save the samples of a music module, (just Noise/Sound/Protracker MOD format for now), to disk in a quick and user-friendly graphic environment. As an added bonus, SamPull features sub-programs which will scan for MODs in memory or on any format of disk. V2.0, OS2.x required, binary only. By Greg Grove

ScriptTool
A small WB-utility which lets you to run commonly used commands and scripts from WB's Tools-menu. V1.02 and needs DOS2.0 (V36). Freeware, includes source. By Jan Hagqvist

WBStart
WBStart is a package to emulate the WB startup procedure, by loading a program, creating a process for it, and then sending it a WB startup message. Includes a handler process which does the starting of the processes for you and then waits for the startup reply messages. V1.3, an update to V1.2 on disk number 757. Includes source. By Stefan Becker

CONTENTS OF DISK 897

DNet
A link protocol that provides essentially an unlimited number of reliable connections between processes on two machines, where each end of the link can be either an Amiga or a Unix (BSD4.3) machine. Works on the Amiga with any EXEC device that looks like the serial.device. Works on UNIX with tty and socket devices. Achieves better than 95% average throughput on file transfers. V2.32, an update to V2.10 on disk number 294. Includes sources for both the Amiga and Unix versions. By Matt Dillon and others

EPP
E Preprocessor. Simple, easy-to-use macro preprocessor intended for use with Wouter van Oortmerssen's E language compiler. Allows E programmer's to "include" (similar to C) E source code modules, thus adding modularity to the E language. Should work on any OS version. Update to V1.0, improved speed; bug fixes; new OPT TURBO directive for turning on Turbo mode for single modules; CtrlC made reliable. V1.1, includes source. By Barry Wills.

PrtSc
Have you ever noticed that there is a PrtSc-key on the numeric keypad? If you press it you'll find that nothing happens, but here's the solution. So if you've ever wanted to have a working PrtSc-key, try this. Requires OS2.0 (V36). V1.08, freeware, includes source in assembler. By Jan Hagqvist

VerCheck
A little script utility especially for 2.04 users with 1.3 Rom sharer/KickDisk. This helps you to boot under the right system when using an alien KS. V2.00, now includes CPU/FPU checking too. Freeware, includes source in assembler. By Jan Hagqvist

CONTENTS OF DISK 898

AniMan
The final version (5.2) of AniMan, the voice recognition program that allows you to converse with an animated talking head to execute any ARexx or CLI command. AniMan appears as a full color animation in a miniature window on the 3.0 WB screen. AniMan is fully multitasking and runs in the foreground or background, listening for your voice commands even while other programs may be running. Many improvements requested by users are now included. Menu operations have been improved. Documentation is provided in AmigaGuide format. Audio digitizer support has been expanded to include Perfect Sound 3, Sound Magic (Sound Master), DSS 8, and Generic digitizers. AniMan 5.2 requires AmigaDOS 3.0. An update to V5.0 on Disk #841. Binary only. By Richard Horne

NarTest
A little tool that lets you to play with the new features of V37 narrator.device. Also ideal for designing the speech for your own programs. V1.01, needs DOS2.04 (V37). Freeware, includes source in assembler. By Jan Hagqvist

Sci-Fi-Demo
A demo of Sci-Fi Type: 14 3d fonts for Imagine and other rendering programs. Includes: Ultra (a full sample fonts), A short doc file with ordrering info, and an iff (hi res 16 color) image depicting the rest of the set. By Doug Brooks

VCLI
The final version (7.0) of Voice Command Line Interface (VCLI) which will execute CLI commands, ARexx commands, or ARexx Scripts by voice command. VCLI allows you to launch multiple applications or control any program with an ARexx capability entirely by spoken voice command. Many improvements requested by users are now included. VCLI now has its own ARexx port so that its internal options and functions can be controlled by ARexx command. Menu operations have been improved. Documentation is provided in AmigaGuide format. Audio digitizer support has been expanded to include Perfect Sound 3, Sound Magic (Sound Master), DSS 8, and Generic digitizers. This is the fastest version of VCLI yet, and it runs well under either AmigaDOS 2.0 or 3.0. An update to V5.2 on disk number 807. Binary only. By Richard Horne

CONTENTS OF DISK 899

ARoach
Based on Xroach for X-Windows, displays disgusting cockroaches on your screen. These creepy crawlies scamper around until they find a window to hide under. Whenever you move or resize a window, the exposed orthopteras again scamper for cover. V1.0, requires at least AmigaDOS Release 2, includes source. By Stefan Winterstein

GoodDouble
Some sample source using a couple of functions that make for MUCH EASIER handling of double clicks with ALL buttons. Works perfectly! (at least with DICE...). Version 0.3 By Piotr Obminski

SmartPlay
A quite small, and really fast multiformat moduleplayer for OS2.0+. Supports most moduleformats around, and will play all modules with the -right- replayroutines. The CPU usage of this player is also really low, so it will run fine even on a 7MHz Amiga, while doing some highspeed serial transfers. 100% coded in assembler. V3.1, binary only. By Peter Hjelt

Targis
A fast-paced action game. It offers 200 predefined levels and the ability to design your own levels and characters. Binary only. By David Ashley

CONTENTS OF DISK 900

Columns
A GUI-based "paper-saving" utility. Allows you to print text in columns and use various compression modes (up to 160 characters per line and 180 lines per standard DIN A4 page). 5.6 times more characters than in usual modes, but still readable. Written completely in assembly. KS 2.0 and 3.0 compatible, KS 2.0 look, Keyboard controls and saveable settings. V2.5, binary only. By Martin Mares, Tomas Zikmund

Popper
Replaces Intuition menus with popup menus which appear under the mouse pointer instead of in the top of the screen. You can also "rip" menus from the menu-bar and keep them on the screen as a window all the time (or close them with the close gadget, of course). V1.1, binary only. By Pierre Dak Baillargeon

Robouldix
Playable demo of a game based on BoulderDash. Uses 32 colour graphics, senses and adapts to PAL and NTSC. Over 500 different objects in the registered version. (About 40 in the demo version). Requires at least one megabyte of memory. Binary only. By Svante Berglund, Patrik Grip-Jansson

Touch
Amiga version of the Unix utility with the same name. Touch changes the date and time stamp of all specified files to the current date and time. WB 2.0 wildcards are supported. Requires OS2.0, includes source. By Dave Schreiber

CONTENTS OF DISK 901

AmigaBase
A hierachical, programmable database that runs under OS 1.3 and OS 2.0. Has a full intuition interface. Features include two display methods, filter datasets, search datasets, print datasets, and much more. Nearly everything can be realized by programming AmigaBase. Datatypes can be Integer, Real, Boolean, String, Memo (Text), Date and Time. Number of datasets is only limited by available memory. Also included in the package are some example projects. V1.31, an update to V1.21 on disk 813. Shareware, binary only. By Steffen Gutmann

CONTENTS OF DISK 902

DWFPresets
Some OverScan, Palette, Pattern and Pointer presents. Some will look a bit odd in modes other than HiRes- Interlace mode and default colors. If you're using Release 2.04, you'll be able to click on the icons and change the presets without having to use the Prefs tool. By David W. Ferguson

Error
CLI utility to print a message text for AmigaDOS errors along with probable causes and suggestions for recovery (From Amiga-DOS manual). V1.0, includes source. By Njl Fisketjn

Less
A text file reader, descended from Unix "Less." Less has features found on no other Amiga file reader; it can use pipes, accepts multiple filenames, and has many convenient positioning commands for forward and backward movement, marking positions, etc. This version adds an option to suppress opening a new window, using the existing CLI window instead (especially useful with an AUX: shell), and includes some minor bug fixes. V1.62, an update to V1.4Z on disk number 511. Includes source in SAS C 6.3. By Ray Zarling et. al.

SitChr
Allows users of ASDG's CygnusEd Professional to select a character via point-n-click rather than having to remember (or lookup) the ascii keycode for it. Useful for entering international, special, or infrequently used characters. V1.1, fixes a bug present in V1.0 on disk number 899. Includes source in C. Requires AmigaDos 2.0. By Njl Fisketjn

VirusZ
A virus detector that recognizes over 220 boot viruses and over 115 file viruses. The filechecker can also decrunch files for testing. The memory checker removes all known viruses from memory without 'Guru Meditation' and checks memory for viruses regularly. VirusZ has easy to use intuitionized menus including keycuts for both beginners and experienced users. VirusZ performs a self-test on every startup to prevent link virus infection. Written entirely in assembly language and operates with KS 1.2/1.3, OS 2.0 and OS 3.0. V3.07, an update to V3.00 on disk number 820. Shareware, binary only. By Georg Hrmann

CONTENTS OF DISK 903

ArmyMiner
An ultimate "XMines-type" game that integrates all of the best aspects of the previous Amiga versions of the game. Options include: Automatically mark or clean the neighbours of a square; Safe start (no explosion at first click); Safe click (gadget-like behavior for squares); Question marks (for configuration analysis). You can also specify your own custom board settings. The game has a very useful pause option, sound effects, high-score tables and a very nice interface. It works under OS v1.3 or 2.0, NTSC or PAL. V1.4, an update to V1.1 on disk number 876. Binary only. By Alain Laferriere

MICE
My Image Code Editor. MICE generates source code from standard IFF pictures. Can generate either assembly or C source. V1.3, an update to V1.2 on disk number 590. Binary only. By Pierre-Louis Mangeard

QDisk
A WB 2.x/3.x equivalent to the cli info command and more. QDisk will monitor your AMIGA DOS devices at specified intervals defined by tool types. There are also tool types to position all windows and set a warning flag when space usage becomes high. V1.1, an update to V1.0 on disk number 853. Binary only. By Norman Baccari

SuperDuper
A very fast disk copier and formatter. Can make up to four unverified copies from a ram buffer in 36 seconds. Verified copies from a ram buffer take 67 seconds for one destination drive, plus 34 seconds for each additional destination. V3.00, an update to V2.02 on disk 753. Includes a program to fine tune some fields in the trackdisk device, and a "no click" type program. Binary only. By Sebastiano Vigna

TaskE
A GUI based task manager. It provides you with information on running tasks and allows you to clean up behind failed tasks by closing their windows and screens. In addition, you can attempt to remove tasks by sending them CTRL-C signals, and simply by disabling them. V37.1, includes source. By Michael D. Bayne

Viewtek
A feature packed Picture/Animation Viewer. Shows most ILBM's (including 24-bit ILBM's), most Compuserve GIF format images, most JFIF format JPEG images and most ANIM Op-5 format animations, with support for different palettes for each frame. Supports SHAM, CTBL and PCHG images, full support of ECS/AGA display modes (ie. show 256 color GIF's directly, show 800x600 HAM animations, etc.). Supports viewing contents of clipboard. Iconifies to a WB AppIcon. Includes a version written for GVP's Impact Vision 24, to support true 24- bit display. V1.05, an update to V1.02 on disk number 787. Requires WB 2.04+, binary only. By Thomas Krehbiel

CONTENTS OF DISK 904

ATS
"AfterTitleS", this program will scroll a large iff picture up the screen, for the purpose of creating video credits or other effects as you see fit. V1.0, includes source. By Jakob Grdsted

CxPak
A set of five commodities: AutoClick a window activator; WClose close windows easily; WCycle cycle screens or windows; WDrag drag windows without having to find the title bar; WSize resize windows without having to find the sizing gadget. V1.0, includes source in assembly. By Pierre-Louis Mangeard

Fill
Smart Multi-file Mover/Copier. Moves/copies files from the specified directory to a specified destination. Optimizes space on destination by using a "best-fit" algorithm. Capable of filling every byte on a floppy without splitting files. CLI-usage only, V1.1, includes source. By Barry Wills.

IdleLED
Turns the power LED off when the CPU is idle. It operates using timerA on CIAB. This is continuously reset by the idle task running at low priority (-127). When the idle task is preempted by anything, the timer is allowed to underflow causing the interrupt server to run which turns on the power light. Next time the idle task runs, it immediately turns off the power light. V1.0a, includes source. By Lindsay Meek

Term
An update to the binaries released on disks 831 and 832. This is an update only and contains several bug fixes to the executables released in that series. To obtain full benefit from the package, you should also obtain the documentation and support files on disks 831- 833. V3.4, binary only. By Olaf 'Olsen' Barthel

CONTENTS OF DISK 905

Action
A program for starting other programs dependent on file types. Files are shown, unpacked, executed, etc. dependent on a chosen action. Executes (multiple) commands for each passed file appropriate to the file type, which are described in a action definition file. V1.0, binary only. By Michael Suelmann

DTree
Similar to "Tree" on the IBM PCs, displays a devices' "Tree" heirarchy. While similar programs exist for the Amiga, they don't use standard input/output. Standard i/o makes many things possible, like piping, i/o redirection, etc. V1.0, includes source. By Sam Yee

Eval
A full-featured floating point expression evaluator that can assign variables, has many built-in functions and constants, allows input and output in any number base, and uses a C-like syntax for expression evaluation. Full ANSI C source is included and easily portable to other platforms. V1.13, an update to V1.12 on disk number 857. Includes source. By Will Menninger

MultiUser
Allows you to create a Unix-like environment where several users live together in harmony, unable to delete each others files, unable to read those private love-letters of other users... And this even if several users are working on the machine at the same time (on a terminal hooked up to the serial port) V1.4, requires OS2.04+ and a hard drive, binary only. By Geert Uytterhoeven

NullModem
A software device that imitates two modems and a phone line, on one machine. I wrote it whilst looking at the WPL scripting language, so that I could play around without having to spend any money on expensive phone calls, but it can be used for testing various other programs. V2.0, binary only. By Iain Hibbert

TWC
Two Way Chat & Send enables you to make use of your modem's full-duplex feature in fact, it can save you up to 50% transmission time. With TWC you can connect to another guy running TWC, then you may transmit file-AND chat-data at the same time in both directions. GUI- driven, requires OS2.04+. V3.101, an update to V2.03 on disk number

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801. Binary only, shareware. By Lutz Vieweg

CONTENTS OF DISK 906

BackDrops
A friendly 2.x Prefs program for your WB that will allow you to keep a list of your favorite backdrops and have a new one appear each time your computer is rebooted. Requires Nick-Prefs or a similar program to display the backdrop. V1.00, binary only. By Ross MacGregor

MagicMenu
Replaces all Intuition menus, supporting both "pull- down" and "pop-up" menus. Menus can be displayed in either the Standard look, or the modern AmigaOS 2.0 style 3D-Look, and controlled exclusively using the keyboard, (no need to grab the mouse anymore!) Configurable handling and appearance. Remembers every menu's last selected item, displaying Pop-Up menus the next time at a position allowing quick selection of the same or neighboring items. Automatically brings the currently active screen (if not visible) to the front for menu selection then returns it to the back after a selection is made. Input timeouts, plus much more! V1.27, binary only. By Martin Korndrfer

Move
A compact, fast CLI move command that allows the moving of files over multiple devices. It will perform a "true" move (a la rename) when files are being moved around on the same device, making it very fast, while still being able to perform moves over multiple devices. Move will also allow you to move file links, and supports all standard 2.x wildcards. V2.2a, requires KS 2.04 or higher, binary only. By Asher Feldman

PhxAss
PhxAss is a complete macro assembler, which supports the instruction-set and addressing modes of all important Motorola processors (MC68000,68010,68020,68030,68040,6888x and 68851). It understands all common assembler-directives and can generate not only linkable object-files but also absolute code, which can be written to memory, to a file or directly to disk using the 'trackdisk.device'. In all cases the user has the opportunity to choose between the large and small code/data-model. Version V3.30, an update to version V3.00 on disk number 853. Binary only, shareware. By Frank Wille

PowerData
Patches AmigaDOS, enabling all programs to read and write files packed with PowerPacker in way that is completely transparent to themselves and the system. Programs will read powerpacked datafiles directly, and will also magically start compressing their own datafiles, as they create or update them. V38.200, an update to the V38.115 on disk number 841. Partially localized for use with WB 2.1. Requires WB 2.04+. Binary only, shareware. By Michael Berg

CONTENTS OF DISK 907

AmiQWK
QWKMail format offline message system. Allows reading of QWKMail format offline message packets popular with many bulletin board systems (BBSes). Replies can be edited using any text editor and packed for transfer at a later time. AmiQWK has been tested with many QWKMail systems for IBM and Amiga based BBSes. Requires WB 2.04 or higher. Release 2 V1.0, Shareware, binary only. By Jim Dawson

CyberPager
The CyberPager software allows one to send alpha- numeric pages from one's Amiga. This is accomplished by dialing into an IXO protocol compliant pager central and uploading messages. Features include: Alias files for commonly paged people to be referred to by name rather than cryptic PIN numbers; "Groups" file allowing messages to be easily sent to many people working on the same project, same department, etc; Supports multiple pager centrals through a Services configuration file; Full logging of messages spooled, dialout attempts, etc. and much more. Requires AmigaDOS 2.0+, includes source. By Christopher A. Wichura

DD
A directory scanner, something like DIR or LIST, but it does much more. It can use many different types of file lists, sort file lists, analyse file contents, display statistics, search for identical files and so on. V1.0, binary only. By Martin Mares

VideoTitler
Generates professional looking TV titles and credits for your own videos. Outstanding abilities are very smooth scrolling, color slides (AGA-support) and usage of colorfonts. Limited demo version only. V1.1, binary only, shareware. By Andreas Ackermann

ZGif
A VERY fast, and very small GIF displayer, ideally suited to the new AGA machines, but also provides a quick greyscale display for older machines. Main features are: SMALL!; CLI interface; AGA fully supported, 24-bit palette utilized; Asynchronous file reading; comes in 68020+ and 68-nuthin versions. Version 0.4, binary only. By Michael Zucchi

CONTENTS OF DISK 908

DviDvi
Converts a DVI file into another DVI file, with perhaps certain changes. It allows for example printing of two or four pages per sheet of paper or doublesided printing. V1.0, includes source. By Tomas Rokicki, Amiga-Port and implementation of PasTeX- Support by Jochen Wiedmann

GoldED1
A GUI-based editor with lots of functions/options. Highlights include: OS3.x look & functions (AppWindows, MenuHelp); Folding of paragraphs (unlimited nesting available); Menus fully customizable (easy-to-use requesters); Macro recorder; ARexx port (about 250 commands/options); AutoRefs capability (includes, autodocs, sources, ...); HotKey activation; Automatic phrase completion, based on dictionary; Smooth display, fast scrolling; Unlimited number of windows; ASCII character selection window; AutoBackup (any interval); Online help, (AmigaGuide); Insertion/removal of columns; Clipboard support; Project files; Smart indentation; DICE compiler frontend, (GUIMake) ...and much more! Part 1 of a 2-part distribution, part 2 can be found on disk number 909. Version 0.94, binary only. By Dietmar Eilert (GoldED) & Rico Krasowski (GUIMake)

HFK
Yet another TitleBar clock that tries to look like part of your WB title bar. It actually opens a very small, nondraggable window in the upper right corner of the screen. HFK opens on the default public screen, which will usually be WB. HFK uses almost 0% of CPU time, as it is written very efficiently in C, taking advantage of the timer.device, and only once a minute to render the time. V39.35, Requires WB 3.0, binary only. By Herbert West

MegaView
A "Multi-View" kind of program for use with WB 2.0. It uses the whatis.library (included) to recognize the filetype of a file with which it is invoked to run a filetype-specific program. MegaView can be used from the Shell, from WB, as Default Tool in project icons, as an AppIcon or as an App-MenuItem. V1.03, public domain, includes source. By Hans-Jrg and Thomas Frieden, Whatis.library by Sylvain Rougier and Pierre Carette

CONTENTS OF DISK 909

GoldED2
A GUI-based editor with lots of functions/options. Highlights include: OS3.x look & functions (AppWindows, MenuHelp); Folding of paragraphs (unlimited nesting available); Menus fully customizable (easy-to-use requesters); Macro recorder; ARexx port (about 250 commands/options); AutoRefs capability (includes, autodocs, sources, ...); HotKey activation; Automatic phrase completion, based on dictionary; Smooth display, fast scrolling; Unlimited number of windows; ASCII character selection window; AutoBackup (any interval); Online help, (AmigaGuide); Insertion/removal of columns; Clipboard support; Project files; Smart indentation; DICE compiler frontend, (GUIMake) ...and much more! Part 2 of a 2-part distribution, part 1 can be found on disk number 908. Version 0.94, binary only. By Dietmar Eilert (GoldED) & Rico Krasowski (GUIMake)

CONTENTS OF DISK 910

DefPubScreen
A little wedge that makes the front-most screen the default public screen. If the front-most screen isn't a public screen, nothing changes. It wedges into the vertical blanking interrupt server chain and watches Intuition's record of the front most screen. When the front-most screen changes, the main task is signaled and responds by making the front-most screen the default public screen if possible. This is all totally transparent and happens very quickly, and is very handy for people who have seperate screens for Shell windows etc. V2.00, binary only. By Matt Francis

DSound
DSound is an 8SVX sound sample player that plays samples directly off a hard drive, without having to load an entire sample into memory first, making it possible to play samples of any length even under limited memory conditions. V1.30, an update for V1.20 on disk number 729. This version fixes some bugs and adds a display to the DSound window that shows the length of the sample and the amount played so far, both in minutes::seconds format. Includes source. By Dave Schreiber

IEv4Demo
An icon editor which can create and modify icons up to 640x256 pixels in size, up to 256 colors, edit all non- graphical icon parameters including up to 40 tooltypes, import/export IFF images, recolour icons for DOS2.0, write text into icon in any font and style, scale icon images, edit default icons, select screen resolution and magnification for editing, and much more! Demonstration version of IE V4.0, update to IE on disk number 621. This version runs MUCH faster and uses MUCH less memory! Requires WB 2.04+. Binary only. By Peter Kiem

PowerCache
A new, user friendly, completely configurable disk caching system. Has tons of features, including a font sensitive GUI, multiple unit caching, selectable read- only or read/write cache mode, cache-in-a-file option, statistics graphs, a low memory handler, a full ARexx interface and more than 100k of AmigaGuide documentation, to mention a few. Online help is (optionally) available everywhere using AmigaGuide. Installs as a simple commodity and is of course hotkey controllable. Requires at least KS 2.04. Certain bonus features require 3.0 or later. Localized, CatComp source included. V37.64, binary only, shareware By Michael Berg

WBKillAGA
WB interface for Jolyon Ralph's "KillAGA" program, providing a short program that can be used as the "default tool" for an icon. Also includes a utility to convert many icons at a time. Original KillAGA distribution included. By Fabian Nunez, KillAGA by Jolyon Ralph

CONTENTS OF DISK 911

GadLayout
A system for laying out gadgets in a dynamic font and locale sensitive manner. Note that it is not a graphical editor, but a set of routines for programmers to use for much greater control in the laying out of gadgets. V36.22 release 1.6 beta, includes source and an example program. By Timothy J. Aston

GadOutline
A shared library intended to provide programmers with a means of describing the general layout of a GUI in a font-independant manner, taking care of the details of determining the exact placement of the individual elements of the display and the drudgery of creating and managing all of the gadgets. In addition, it provides a very generalized mechanism for tracking the state of all of its gadgets to support automatic resizing and closing and opening of a window without loss of context. Includes automatic hotkey support and a vector based drawing module that can be used for everything from drawing frames around groups of gadgets to creating custom images for BOOPSI gadgets. V2.0, includes the library, programmer support files and some examples. By Dianne Hackborn

PSM
Yet Another Public Screen Program. It was primarily written as a demonstration of the gadoutline.library, and is thus currently very GUIcentric it does no command line parsing for CLI users or even look at its WB tooltypes. On the other hand, it does have a very sophisticated multi-window user interface and allows almost complete control over the creation of screens. V1.0, binary only. By Dianne Hackborn.

CONTENTS OF DISK 912

Enforcer
A tool to monitor illegal memory access for 68020/68851, 68030, and 68040 CPUs. This is a completely new Enforcer from the original idea by Bryce Nesbitt. It contains many new and wonderful features and options and no longer contains any exceptions for specific software. Enforcer can now also be used with CPU or SetCPU FASTROM or most any other MMU-KS- Mapping tool. Major new output options such as local output, stdout, and parallel port. Highly optimized to be as fast as possible. V37.52, an update to V37.28 on disk number 773. Requires V37 of the OS or better and an MMU. By Michael Sinz

UUArc
UUArc is an archiving system designed to enable easy transmission of binary files/archives over communcation links only capable of using ASCII, such as Electronic Mail. It encodes binary files into files containing only printable standard ASCII characters. Written primarily for use with GuiArc to add UUEncoding/UUDecoding facilities to it, it takes similar command line options to other commonly used archiving programs. V1.1, public domain, includes source. By Julie Brandon

UUxT
Makes the task of uuencoding and decoding simple. You can even lha and uuencode multiple files in a single step! (And vice versa) Also, UUxT will decode uuencoded files that have multiple mail files and other garbage in them! Includes UUxT-GUI, an intuition frontend for UUxT. It offers all the power of UUxT, but from the WB! It has a slick, WB 2.0 style look, even under 1.3. UUxT V2.1, UUxT-GUI V1.0. Binary only. By Asher Feldman

Task
An "Expert-User" type tool for changing any tasks' priority or signalling a task. C:ChangeTaskPri cannot change task priorities of non-DOS-processes and C:Break cannot signal a non-DOS process 'Task' can! Requires KS 2.04+. V1.06, binary only. Assembly source available from author. By Tobias Ruland

Yak
"Yet Another Kommodity". Features a sunmouse that only activates when mouse stops, KeyActivate windows, Click windows to front or back, Cycle screens with mouse, Mouse and Screen blanking, Close/Zip/Shrink/Enlarge windows with programmable hotkeys, Activate WB by hotkey (to get at menus when WB obscured), Pop up a palette on front screen, Insert date (in various formats), KeyClick with adjustable volume, Pop-Command key for starting a command (like PopCLI), Gadtools interface. All settings accessible from WB tooltypes. V1.52, an update to V1.2 on disk number 782. By Martin W. Scott

CONTENTS OF DISK 913

AssignManager
A new prefs editor which handles your custom assigns in a friendly, all-encompassing way. No more fiddling with Assign commands in User-Startups. Now you can use AssignManager to edit your list of assigns to your heart's content. V1.00, binary only. By Matt Francis

AssignPrefs
Another program to simplify the assignments done in the startup sequence. The assignment list can be edited with AssignPrefs and then stored for later use. V1.02, includes source. By Thomas Frieden

Moontool
A port of John Walker's moontool program for UNIX. It gives a variety of statistics about the moon, including phase, distance, angular, size and time to next full moon. A schematic of the current phase is also shown as a picture. This is illustrative only; the accurate phase is shown in the text. Now font-sensitive and will automatically use the user-defined system font (non-proportional). If the font is too large, the program will fall-back to Topaz 8. V1.1, an update to V1.0 on disk number 800. Binary only. By John Walker, Amiga port by Eric G. Suchanek

PickStartup
Allows you to select a startup-sequence of your liking. Requires AmigaDOS 2.04+, includes source. By Bill Pierpont

StickIt
A computer replacement for the ol' Post-It note. It allows you to stick notes onto your screen which will be displayed every time you re-boot; useful to remind you of things to do. Features: Unlimited number of notes on screen; Notes remember where you left them; User-defined font name/size; User-defined note size; User-defined text/background colour (yep, they can be yellow if you want I); User-defined delay at start-up to avoid disk thrashing; User-defined file-name for note information. Requires AmigaDOS 2.04+, V1.02, includes scurce. By Andy Dean

VirusChecker
A virus checker that can check memory, disk bootblocks, and all disk files for signs of most known viruses. Can remember nonstandard bootblocks that you indicate are OK and not bother you about them again. Includes an ARexx port. Now supports SHI's Bootblock.library. By using this library and its brainfile you have the ability to add new Bootblock viruses as SHI release new brainfiles. V6.30, an update to V6.22 on disk 825. Binary only. By John Veldthuis

VoiceShell
A replacement for VCLI by Richard Horne. It doesn't have the fancy graphics etc. but it seems to eat less CPU time and should be faster overall. It also has some extra options. V1.11, binary only. By Tomi Blinnikka, voice.library by Richard Horne

CONTENTS OF DISK 914

MainActor
A modular animation package with many features. Modules included in this release are IFF-Anim 5/7/8, IFF- AnimBrush, PCX,IFF. The features include playing from harddisk, playing animations in windows (OS3.0), timing of animations and much more. The Picasso96 gfx board is supported. V1.16, an update to V1.0 on disk number 888. Binary only. By Markus Moenig

CONTENTS OF DISK 915

Blitz2Demo
A next generation BASIC with features borrowed from PASCAL, C and others. Blitz2 can be used to program any type of software, from valuable applications to entertaining arcade games. Features: Full implementation of extended BASIC (Select..Case While..wend etc.); Support for standard IFF graphics, sound and animations; NewTypes similar to C Structures making Blitz2 more than just another BASIC; In-line macro assembler for advanced users; Linked list support for quick database type programming; Standard Amiga screen, window, menu and gadget management commands; Full access to the internal Amiga libraries and structures; Power-Windows type user interface generator... and much, much more! Demo version with the the "create executable" option disabled. Lots of examples, but very little documentation. V1.00, binary only. By Mark Sibly

ScreenSelect
A commodity to change screen order by selecting a screen name from a listview. Also allows binding of hotkeys to any screen with a proper name. Supports automatic activation of windows (remembers last activations) when changing to new screen, is configurable with Preferences program, has a full intuition interface and is font sensitive (including proportional fonts). Documentation in AmigaGuide, ASCII and DVI formats. Requires AmigaOS 2.04 or later. V2.0, binary only, freeware. By Markus Aalto

StatRam
A very fast, very recoverable ram drive. It works on any Amiga using V2.04 or greater of the OS. It maintains the remarkable recoverability of the original VD0:, but has now been totally re-written to handle any DOS filesystem, be named what you like and give back memory from deleted files instantly. Based on ASDG's 'VD0:'. V2.1, an update to V1.5 on disk number 871. Binary only. By Richard Waspe, Nicola Salmoria

CONTENTS OF DISK 916

ChangeMode
A utility for people who would like to change the mode (screentype) and displaysize (overscan) of a picture or animation. An animation, made in f.i. a doublescan resolution, can be forced into any other (genlock- compatible?) mode, and complete directories of pictures can be changed to any mode available. This utility uses the information from the graphics database to be able to ease your choice. V1.0, binary only. By Ekke Verheul

ChemBalance
An ARexx script to balance unbalanced chemical equations. With ChemBalance in ram, enter "rx ram:ChemBalance" from a CLI or Shell window. A prompt should appear from which you can enter an unbalanced chemical equation for ChemBalance to try to balance. V2.0, an update to V1.0 on disk number 759. Requires ARexx. By Patrick Reany

MathPlot
A function plotter with lin/log plot, a complete KS 2.0 interface, and ARexx support. Needs KS/WB 2.0 and mtool.library (included). V2.07, an update to V2.00 on disk 849. Shareware, source available from author. By Ruediger Dreier

Rego
Registration Manager. A style of Address-Book/Database that allows you to keep track of multiple registrations. Useful for Shareware authors, for example. Also allows an optional comment. V1.01, shareware, binary only. Source available from the author. By Paul Mclachlan

ScreenMode
A ready-to-link SAS-objectfile with a nice ScreenModeRequester. Features include programmable property-lists, font-sensitivity, screensize- sensitivity and autocenter. Easy to use and pretty. Freeware for WB2.0+ Public Domain software. Includes the object, headerfile, C-example and autodocs. Source available from author. V1.0, tested with WB2.0 WB3.1. By Ekke Verheul

TrashMaster
A WB 2.x AppIcon to "drag-and-drop" delete files. Deletes any files and directories (and the files in them) who's icon(s) are dropped into the Trashmaster AppIcon. Files can be deleted interactively, with confirmation on each file (delete, all, abort, and skip). Disks will be formatted. V1.6, binary only. By Aric R Caley

WBrain
A thinking game for the WB. The player must reproduce a random pattern by filling in a grid in the correct order. The difficulty ranges from moderately easy to impossible. Uses very little CPU time and very little memory, so is ideal for playing while raytracing, etc. Requires OS2.0+, V1.2, Amiga-E source code included. By Sean Russell.

Worms
A monitor-polite ScreenBlanker and Input-Blocker. Very useful where the (WB2.0+) Amiga resides in a public place. Blanking is

not automatically activated by elapsed time, instead, it must be activated and de- activated by hand. While blanking (the program's name "Worms" will become obvious) and all input will be blocked until the secret key combination is pressed. V1.0, source available from author. By Ekke Verheul

CONTENTS OF DISK 917

AUSH
A command line interpreter for the Amiga. Features include file name completion, pattern expansion, expression computation, command history, for...done loops, full support of AmigaDOS 2.0, and much more. Almost fully compatible with ARP and Commodore shells. V3.15, an update from V1.52 on disk 747. Binary only. By Denis Gounelle

CardPack
Two IFF pictures of a nicely drawn standard playing deck of 52 cards, for evaluation purposes (640x400) format. Usage in your own programs requires registration which also entitles you to the Joker plus the (640x200) set of cards. V1.0. By Jim Schwartz

MandelMania
A fast Mandelbrot Set and Julia Set calculation program. The main features are: Create animations automatically via ARexx script file; 2.5 times faster than MandFXP; On-line help using amigaguide.library; Supports all Amiga graphic modes, incl. AGA modes and auto-scroll screens; Loading and saving using IFF format. Picture parameters are stored in a special chunk; Supports Mandelbrot Set LSM, Julia Set LSM, Mandelbrot Set CPM (two-and three-dimensional), Julia Set CPM (two-and threedimensional), Lyapunov Space; Colormap can be changed; Built in colorcycling; Easy scrolling by pressing the cursor keys. V4.1, requires KS 2.1 (V38+ of asl.library), binary only. By Markus Zehnder

PhoneBill
A logfile analyser. What it basically does is scan the logfile(s) generated by a terminal program or a mailer, extract all information about calls you have made by using your modem, and stores it in its own (short) format. Features: Userdefinable callrates; Supports logfiles generated by MagiCall, NComm, TrapDoor, Term, and Terminus; Automatic logfile truncating; Generates miscellaneous reportsm statistics, total costs. Requires KS 2.04 or higher, nice GUI and supports new 3.0 features (new look menus, ...). V1.08, binary only. By Raymond Penners

PiCalDemo
Demo version of a calendar program which allows you to view a selected month and year. What makes PiCalDemo unique is the ability to display pictures. Since this is a demo, only one picture is displayed. The fully working version, PiCal, displays a different picture for each month of the year. V1.00, binary only. By Greg Suire

VTimer
A simple stopwatch timing display that can be used to time video events if genlocked over a scene. V1.00, binary only. By Greg Suire

CONTENTS OF DISK 918

Multiplot
An intuitive data plotting program featuring flexible input options, arbitrary text addition, automatic scaling, zoom and slide with clipping at boundaries, a range of output file formats and publication quality printed output. WB printers are supported via transparent use of the PLT: device. Postscript and HP Laserjet printers are directly supported. Version XLNf v1.06, an update to version XLNe on disk 572. Binary only. By Alan Baxter, Tim Mooney, Rich Champeaux, Jim Miller

WBVerlauf
Allows the owners of AGA machines to create a nice Copper background for a selectable color, using the whole 16 million color range of the AGA chips. By specifying the color of the first and the last line of the screen, WBVerlauf will make a smooth color change by setting a new color value on every scanline. Now a commodity and allows editing 24-bit rainbow copperlists in realtime. Requires KS 3.0 and AGA. V2.0, binary only. By Christian A. Weber

CONTENTS OF DISK 919

BBBF
The Bootblock.library and brainfile is now used by several programs e. g.: D-Copy 3.1, X-Copy from april 93 and Virus-Checker from V6.29. Intended for use by programmers of anti-virus utilities, diskcopy program, directory utilities, disk packers and for whoever who wants to check the bootblock of some device. The library has some easy-to-use functions to read the brain-file, and to check a bootblock with it. V101-31, an update to version 0.95 beta on disk 797. This brainfile now recognizes 163 different boot viruses and about 70 boot virus clones. Includes sample source. By Johan Eliasson, Safe Hex International member.

Look
A powerful program for creating and showing disk magazines. Supports IFF pictures, IFF brushes, ANSI, fonts, PowerPacker, and many more features. Programmed in assembly language to be small and fast. German language only. V2.0, an update to V1.9 on disk 892. Shareware, binary only. By Andr Voget

Qdir
Enhanced replacement for AmigaDOS' LIST and DIR commands. Qdir lists files in alphabetical order displaying all file and directory statistics like the LIST command. The result is a nice orderly listing that makes it easy to find what you are looking for. V1.36, requires AmigaDOS 2.0, KS V37 or higher. Binary only. By Gregg Scholfield

QuickFile
A flexible, fast and easy to use flat file database using random access with intelligent buffering to minimize disk access, multiple indices for fast access to records, form and list style screens and reports, and fast sorting and searching. Files are quickly and easily defined, and fields can be added, changed or deleted at any time. Now supports up to 255 fields per record, date data types and ASCII file import and export. V1.3.3, an update to V1.2 on disk number 820. Binary only, shareware. By Alan Wigginton

Touch
Another Amiga version of the Unix utility with the same name. Touch changes the date and time stamp of all specified files to the current date and time. This version will also create an empty file (like the Unix version) if the specified file does not exist. V1.0, public domain, includes source. By Kai Iske

TxtCvt
Converts PC text document (Microsoft Word for DOS/Windows or Windows Write) to pure ASCII format. V1.0, includes source. By Njl Fisketjn

CONTENTS OF DISK 920

AmigaGuide
Archive distribution of the AmigaGuide hypertext utility direct from Commodore. Contains developer examples and tools for AmigaGuide under V34/V37 and V39, plus a new free print/sign/send-in distribution license for AmigaGuide, amigaguide.library, WDisplay, and their icons. An update to the version on disk number 870, contains: AmigaGuide 34.3, amigaguide.library 34.11, AD2AG 39.2 and WDisplay 34.1. By Commodore Business Machines

BBSGuard
A program which will monitor the phone ringing, monitor carrier detect, disable Guru Meditations, auto-cancel all requesters, and if a volume is validating, pause the system until it is done. V2.03, binary only. By Darrell Grainger

BigAnim
An animation player capable of "direct from disk" playback, with user selectable buffer size and playback speed. BigAnim can display IFF ANIM animations of types 5 and 7, and makes use of the new graphics.library double-buffering routines when run on an Amiga with KS 3.0 or later. V3.3, requires KS 2.04 or higher. Binary only. By Christer Sundin

PcRestore
A utility for those people who want to transfer files between MSDOS-machines and the Amiga. Handles disks 'BACKUP'ed under DOS 3.30, 4.X, 5.X. (Perhaps lower version's but untested) Requires OS2.0, ReqTools.library, and a method to read MS-DOS disks (Crossdos filesystem or similar). V2.40, binary only. By Mikael Nordlund

Report
The Amiga "Report" program is to be used for generating all Amiga bug reports and enhancement requests. V40.1 adds subsystem changes (to match our current database) and also some automatic detection of debugging tools running on your system for insertion into bug reports (you may change this list to match the tools you were running at the time the bug happened). By Commodore Business Machines

TypeSmithDemo
A sneak peek at Soft-Logik's new font editor. All features are enabled except Save, Save As and Export. TypeSmith can create and edit PostScript, Compugraphic and Soft-Logik outline fonts (the three primary font systems used on the Amiga). TypeSmith has powerful drawing tools to allow you to create new fonts. You can also import characters and symbols from structured drawing programs such as Art Expression. With these powerful features, you can create custom fonts and include your logo in your favorite fonts. By Soft-Logik Publishing Corp.

CONTENTS OF DISK 921

CapShift
Simple commodity which turns the shift key into a 'capslocktoggle' key: if capslock is off, the shift key + an alphabetic key produces an uppercase character, as usual; if capslock is on, the shift key + an alphabetic key produces a lowercase character. Can also disable capslock when a function key or a qualifier is pressed. By Alessandro Sala

MiniGames
Two little WB games; MiniPac, an "Pacman" type game, and MiniIsola, "a head 'em off at the pass and box 'em in" type game. V1.0, binary only. By Philippe Banwarth.

MiniMorph
A little morphing package written in assembler, based on VMorph V2 beta by Lee Wilkie (but nearly 50 times faster (uncompiled amos vs compiled (?!) assembler)). Currently limited to 16-color, greyscale images. V1.0, binary only. Includes a sample morph anim and iff files. By Philippe Banwarth, Lee Wilkie, Michael W. Hartman

CONTENTS OF DISK 922

Designer
A program to create intuition interfaces for programs, at present producing code in Pascal and C is possible. This is a demo version with a partially disabled save option. The program has on-line help and can create windows and menus, supporting all gadtools gadgets in V37. It can also import IFF ILBM pictures for inclusion in your programs. It requires Release V37+. V1.0, binary only. By Ian OConnor

WBSearch
A multitasking WB AppMenuItem file search utility. The search pattern does not support pattern matching symbols, only matches letters in the filename in continuous order. V1.0, binary only. By Mike Austin

CONTENTS OF DISK 923

bBaseIII
An easy to use, versatile, yet full featured database program that will run on any Amiga. Search or sort on any field, print mailing labels, (un)delete records, mail merge, get reports in many formats, scramble files, flag records, and more. Fields are user- configurable, so bBase can be used to keep track of addresses, tape or video collections, recipe files, or anything else you can think of one program does it all! bBaseIII is a greatly enhanced successor to bBaseII. V1.4, an update to V1.3 on disk 878. Shareware. Binary only. By Robert Bromley

CryptoKing
A game for those who like to solve Cryptograms; those coded sentences that have to be decoded to be read. Operate with keyboard or mouse. This is V1.3, an update to V1.1 on disk 710. Shareware, binary only. By Robert Bromley

MagicClip
A shell utility for accessing clipboard text. Text can be written to or read from any clipboard unit. Supports multihunk text and can be configured with two environment variables. V1.2, includes source in Oberon-2. By Franz Schwarz

MagicPubName
A powerful 'getpubname' utility, that prints the name of the default, frontmost, or shanghai public screen to the console, or checks whether a public screen is frontmost, or at least partially visible, or whether it exists at all. Any public screen may also be popped to the front. Can also find the public screen of an arbitrary console. Needs Amiga-OS 2.04 or better. V1.3a, includes source in Oberon-2. By Franz Schwarz

OberonPrefs
A preferences editor for manipulating the compiler and linker options of A+L Amiga-Oberon. Manipulates both the global options as well as project specific options and includes a comfortable interactive GUI, a powerful commandline and Tool-Types interface. Localization and more. Requires Amiga-OS 2.04 or better, takes advantage of Amiga-OS 2.1 and 3.0 if present. V1.11d, giftware, binary only. By Franz Schwarz

RawInsert
A utility to insert text or any other input events into the input stream. Data can be either raw ascii text or commodities input description sequences. Requires Amiga- OS 2.04 or later. V1.0, includes source in Oberon-2. By Franz Schwarz

SetEnv39
A compatible substitute for Commodore's SetEnv shell command that takes advantage of the new OS3.0 GVF-GLOBAL-ONLY flag with a new SAVE/S switch which makes SetEnv39 affect global vars in the ENVARC: directory if you run OS3.0 or later. Requires OS 2.04, new SAVE/S feature requires OS 3.0 to work. V39.0, includes source in Oberon-2. By Franz Schwarz

CONTENTS OF DISK 924

EdWordPro
A fully featured and fully operational text editor which offers all the standard features of any decent editor as well as the ability to hold up to 15 documents in memory, a Macro facility, Keyword Text Casing (i.e. editor will automatically force keywords into upper/lower case etc); The ability to send AmigaDOS commands; 12 possible screen resolutions; A full ASCII table; Powerful search routines; Vertical Blocks; A built in calculator; A Word Count; The ability to sort a piece of text alphabetically .. and much more. EdWord can be used to edit binary files as well as plain vanilla texts and as such becomes a competent filebased editor (like NewZap). V4.0 is a demonstration release and is placed in the Public Domain (binary only). By Martin Reddy

HD-Frequency
A 'professional' hard disk recording system with many features. Sampling rates as 60 khz on A1200 or 35 khz on standard A500 are no problem any longer. The program includes a 4 track hd-sequencer that manages replaying 4 tracks at the same time from HD. Limited, demo version only. V37.142, shareware, binary only. By Michael Bock

P-Reader
An all-purpose reader that displays texts,pictures, animations and sounds, which may be uncompressed or compressed by P-Compress or PCompress2. Texts can contain embedded static or animated illustrations and sounds. V7.1, an update to V6.2 on disk 744. Freeware, binary only. By Chas A.Wyndham

S-Anim5
Turns Anim5 animations (DPaint, Videoscape, P-Animate etc.) into self-contained, self-displaying, compressed files callable from the WB or CLI. V1.3, an update to V1.1 on disk number 885. Freeware, binary only. By Chas A.Wyndham

S-Exec
A simple program to turn executable command files into selfexecuting compressed (imploded) commands, functioning exactly as the uncompressed original. Freeware, binary only. By Chas A.Wyndham

S-Omni
Will turn almost anything into a self-contained self- executing compressed file, including virtually any combination of a data file and an appropriate tool. Scripts (with all the files called in the script), installation files, demonstrations, tutorials, can all be made completely self-contained, needing no special libraries or external support. Freeware, binary only. By Chas A.Wyndham

WB-Version
A "Version" command for the WB. Meant for use with ToolManager, allows you to see the version of a library, executable, etc. without having to resort to the CLI. V1.2, now recognizes libraries, devices and is generally a lot more robust than the previous releases. Includes source in Amiga E. By Hkan Hellberg

CONTENTS OF DISK 925

DonsGenies
A collection of nearly seventy "genies" (ARexx scripts) for use with Professional Page, plus some supporting material. Also includes a French language version with some additional material. V2.0, update of V1.0 on Disk 724. Shareware, includes source. By Don Cox, french translations by Fabien Larini

SoundMachine
Allows you to load, save, and play various sound file formats including RAW, IFF, VOC, and WAV. Two versions are included: one with an Intuition interface and a smaller CLI version. Very useful for those who frequent BBS's and have access to these type of sound files. V1.0, binary only. By Syd L. Bolton, Legendary Design Technologies.

CONTENTS OF DISK 926

JcGraph
Business grapher with Intuition interface. JcGraph can show your data as bar,line, planes, stack, blocks, 2D and 3D, etc. Features: Real-time rotation around X, Y, Z axis, on-line help, professionnal looking 2D and 3D graphs output. ARexx interface with 40+ commands. User manual on disk in French and English versions. Can output: EPS, 3D GEO, IFF ILBM, and AegisDraw2000. V1.13, an upgrade to V1.100 on disk 760. Now Freely redistributable (Save enabled and 3X3 charts). Binary Only. By Jean-Christophe Ciment

TreeTool
A public-domain link library toolkit for working with nonbalanced, acyclic, n-ary trees. Provides many useful functions and an easy to use, yet powerful API. V1.0, includes full sources in 'C'. By Jean-Christophe Clement.

CONTENTS OF DISK 927

EquiLog
A Master-Mind type game. V1.5, an update to V1.36 on disk number 590. Binary only. By Pierre- Louis Mangeard

Finger
A quick and dirty port the unix finger utility for AmiTCP. Includes binary and source. By Regents of the University of California, Amiga port by William Wanders

FTP
A port of BSD FTP code, which runs under AmiTCP and AS225 release 2. Includes source for SAS-C (V6) or Aztec C (V5.2). Binary included for AmiTCP. By Regents of the University of California, Amiga port by Mark Tomlinson & Geoff McCaughan

Telnet
A port of BSD TELNET code, which runs under AmiTCP and AS225 release 2. Includes source for SAS-C (V6) or Aztec C (V5.2). Binary included for AmiTCP. By Regents of the University of California, Amiga port by Mark Tomlinson & Geoff McCaughan

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AddTools
Allows you to add your own items to the "Tools" menu of Amiga OS 2.04's WB Screen. Unlike other menu utilities, which only add the ability to run programs by menu, AddTools can also pass them some parameters on "the fly" in the form of icons, selected before choosing the desired menu item. You can also provide default values if no icons are selected, and you can decide if the the program must be run in either synchronous or asynchronous mode when multiple icon parameters are selected. Requires OS2.04+, V1.11, binary only, freeware. By Alessandro Sala

Annotate
A text editor written for ADos 2.0 and up. Takes advantage of Public screens and the system default font. Features include folding, shifting, full clipboard support, macros, scroll bar, editor buffering, printing, text locking, tools menu, and a full Arexx Port. Fixes a bug with AmigaDos 3.0 and the file requester. V2.0, an update to V1.8 on disk number 751. Binary only. By Doug Bakewell

DefPubScreen
A little wedge that makes the front-most screen the default public screen. If the front-most screen isn't a public screen, nothing changes. It wedges into the vertical blanking interrupt server chain and watches Intuition's record of the front most screen. When the front-most screen changes, the main task is signaled and responds by making the front-most screen the default public screen if possible. This is all totally transparent and happens very quickly, and is very handy for people who have separate screens for Shell windows etc. V3.00, an update to V2.00 on disk number 909. Binary only. By Matt Francis

MiserPrint
A print utility that puts up to 8 normal pages of text on one sheet of paper. You are able to save paper and time. MiserPrint uses the small built-in fonts (Courier and Letter Gothic) of the HP-Deskjet printers. V1.0, requires KS 2.04 or higher, binary only. By Heinz-Guenter Boettger

MRChoice
MultiRequestChoice is a requester utility designed as a powerful and comfortable replacement for ASK and other present requester utilities. It is very useful for both batch files and ARexx scripts. MultiRequestChoice supports multi-gadget requesters, multi-line bodytext in the requester with a center option and opening requesters on public screens with a position control option. V1.0, requires OS2.x or higher and the reqtools.library V38+. FreeWare version, binary only. By Rainer Scharnow

PriMan
A Task Priority Manager along the same lines as TaskX, but fully Style Guide compliant, font-sensitive, and configurable. Requires OS2.0 or greater. Includes C source, freeWare. By Barry McConnell

TeXFormat
Enables you to select TeX format files easily. Scans the directory where your TeX format files reside and creates an array of radiobuttons of the appropriate size. Moreover, shows the filenotes of the format files making it easier to remember the purposes of the format files. Two versions of the program, A very flexible one based an Stefan Stuntz's MagicalUserInterface (MUI) and a less nice non-MUI version (of the same functionality, however). V2.00, includes source. Also included is a 68000 version executable of TeXPrt that was left off of disk number 892 by mistake. By Richard A. Bdi

CONTENTS OF DISK 929

MegaD

A full-featured directory utility. Supports multiple directories, multiple text/HEX reader, multiple source directories, multiple destination directories and disk copy. User defined gadgets will launch internal, external and ARexx Commands. Full ARexx support with 123 commands plus user added ARexx commands. User defined Menus. User defined screen layout of all objects such as Gadget Sets and Directory Windows. V3.0, binary only. Part 1 of a 2 part distribution, AmigaGuide documentation can be found in lha'rced form in the MegaD-Docs directory on disk number 930. By John L. Jones.

WBvwm
With WB 2.04 we got the ability to use a bigger WB screen than fits on the display (virtual WB screen). Biggest problem is that scrolling around with the mouse is too slow, so the author decided to make a program like X-window's olvwm, which also has virtual screens and windows. WBvwm opens up a small window representing the entire WB area. Within the window, "objects" represent all open windows. By moving an object, the corresponding window can be placed anywhere within the WB area. You may also instantly move to any part of the WB area by double-clicking in the corresponding area of the WBvwm window. V2.0, requires OS 2.04 or higher. Binary only. By Juhani Rautiainen

CONTENTS OF DISK 930

Fonts
Two fixed-pitch fonts designed for high resolution screens. More readable than the standard topaz-fonts. Public domain. By Gerhard Radatz

MegaD-Docs
AmigaGuide documentation in lha'rced form for MegaD, a fullfeatured directory utility. Includes script files to unpack to HD or floppy. Part 2 of a 2 part distribution. Part 1 includes the MegaD binary and support files and can be found on disk number 929. By John L. Jones.

QuadraComp
An intuition based music tracker that uses the internal sound capabilities of the Amiga. Handles both Noisetracker modules and Extended modules. Features: 128 kb x 256 samples; 256 rows x 256 patterns; Uses any screenmode; Realtime spectrum analyser. Requires OS 2.0+. V2.0, binary only, shareware. By Bo Lincoln & Calle Englund

RCON
A replacement for the CON:-Handler of Amiga-OS 2.x 3.x. Has many new features including scrolling back text which has disappeared, enhanced copy & paste support and much more... This is the demonstration distribution of a shareware product. V1.0, binary only. By Gerhard Radatz

CONTENTS OF DISK 931

Comgraph
A powerful function plotter. You can administer up to ten functions at the same time, plot functions and their derivatives, zoom these and calculate symbolic derivatives, zero points, extreme points, turning points and saddle points, poles and gaps. Furthermore, you can calculate integrals (integral, area, curve length, rotation volume, rotation surface). Contains a simple scientific calculator, linear equation solver, prime factor reduction, and prime number calculator. High print quality. English and German version coexistant in one program. Binary only, shareware. By Andre Wiethoff

DynamiteWar
A tiny game for 2-5 players who fight against each other. It is similar to the commercial Dynablaster or Bomberman, except a 1-player mode is not available. On the other hand, there are a great number of extras. To win the game, one player has to disintegrate all other players by exploding bombs. Binary only, shareware. By Andre Wiethoff

Modules
Command extensions for the M2Amiga V4.xx Modula-II Compiler of A+L AG. In about 13 Modules are over 410 importable objects with 311 commands and functions, for programming devices, graphics and intuition. The are four Modules alone covering graphics (GraphicsSupport, Copper, Fonts, Simple3D), with a total of 140 commands. Most modules contain one or two demo programs showing sample usage. By Andre Wiethoff

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DynamicSkies
A big toolbox for astronomy that has, for an ultimate goal, to answer with speed any question that may arise on celestial objects. For example, suppose you have an urge to observe Jupiter tonight from your window; You may consult rise/set times of Jupiter, ask when it crosses south-west (supposing your window faces south- west), and with just a mouse click have a glance at the simulated sky at this time. You may even animate Jupiter's path across the sky with a time-step animation. Of course, if you're a real star gazer, don't forget your binoculars or telescope for the real thing! V1.0, binary only. By Patrick DeBaumarche

Fleuch
A little game with more than five extra large stages. The object is to pickup up your cargo and climb safely to the next stage, without being shot or running into anything, (including your cargo!). Scrolling, shooting, some gravitation, similar to Thrust (C64). V2.0, and update to V1.0 on disk number 760. Binary only. By Karsten Gtze, title music by Andreas Spreen

StackMon
A program to monitor the stack use of other programs or tasks. Has a convenient GadTools front end. Requires AmigaDOS 2.04 or higher. V1.0, includes source in E. By David Kinder

CONTENTS OF DISK 933

ConvertHAM
A utility to convert HAM picture files to ordinary ILBM files, with 2 to 256 colours (2 to 32 on non-AGA machines). V1.2, binary only. By David Kinder

EditKeys
A keymap editor. Supports editing of string, dead and modifiable keys, as well as control of repeatable and capsable status of each key. New test mode, plus LoadKeymap support utility. V1.4, an update to V1.3 on disk 817. Binary only. By David Kinder

GuiArc
A graphical user interface for cli-based archivers like lha, arc, ape, zoo, etc. It has the 'look & feel' of a directory tool and can perform all basic actions on archives, such as Add, Extract, List, Test, Delete, etc. You can enter archives as if they were directories. You don't have to know anything about archivers. Fully configurable. Archivers not included, requires AmigaDOS 2.0+. V1.22, an update to v1.10 on disk number 863. Binary only, freeware By Patrick van Beem.

PhxAss
PhxAss is a complete macro assembler, which supports the instruction-set and addressing modes of all important Motorola processors (MC68000,68010, 68020,68030,68040, 6888x and 68851). It understands all common assembler-directives (Seka, Devpac, Metacomco, etc.) and can generate linkable Amiga-DOS object files or absolute code. In both cases the user has the opportunity to choose between the large and small code/datamodel. PhxAss is written entirely in assembly language and works with KS 1.2/1.3, OS2.x and OS3.x. Version V3.60, an update to version V3.30 on disk number 905. Binary only, with documentation in English. By Frank Wille

PhxLnk
Linker for Amiga-DOS object files, which also supports the small-code/data model. Version V2.03, an update to version V1.35 on disk number 853. Binary only, with documentation in English. By Frank Wille

ShellMenus
A program to help Shell users be more prolific and save time. Shell Menus creates user definable menus that attach to the Shell window. Offers an intuition interface to edit your menus instead of a text editor and many other features not found in other programs that use menus. Requires OS2.04+, V2.7, binary only. By Mark Ritter

CONTENTS OF DISK 934

ABackup
A very powerful backup utility. Has a full Intuition interface, a "batch" mode, can save/load file selection, handle HD floppies, use any external compression program, etc... This new version adapts itself to the default font and screen mode, and may be up to 40% faster than previous versions. Includes French, German, and English versions. V4.03, an update to v2.43 on disk 871. Shareware, binary only. By Denis Gounelle.

AZap
A "new generation" binary editor, able to edit files, memory or devices like floppy or hard disks. It can open several windows at the same time, is localized, and handles all OS3.0 file systems. Includes both French and English documentation. V2.11, an update to V2.04 on disk number 875. Binary only. By Denis Gounelle

PublicManager
Public screen tool which opens public screens that are freely configurable (depth, size, font, ...) and have their own menu (palette, quit, tools,...) Requires KS 2.04! V1.4, an update to version 1.2 on disk 685. Binary only. By Michael Watzl

ToolType
A program to make it easier to edit tooltypes in icons. Tool-Type will read the tooltypes from an icon file and let you use your favorite text editor to change or add to the tooltypes. Includes an option to sort the tooltypes alphabetically. V37.206, requires OS2.0+, binary only. By Michael J Barsoom.

CONTENTS OF DISK 935

AmiCDROM
A CDROM disk filing system for the Amiga. It supports the ISO-9660 standard and the Rock Ridge Interchange Protocol. The CDROM drive is mounted as a DOS device (e.g. CD0:). You can access files and directories on a CDROM disk by the usual syntax, e.g. "type cd0:foo/readme.txt". V1.7, includes source. By Frank Munkert

Badger
An icon management utility. When you throw files on Badger's appicon they get a new icon depending on which pattern in Badger's list they match. V1.1. By Erik Sagalara.

ClipWindow
A program that makes it easy to put frequently used text on the clipboard. It opens an AppWindow on the WB which accepts Project icons and associated text files. The text is copied to the clipboard ready for pasting. Text may be in a separate disk file or directly entered as Tool Types in the Project icon. Also included is ConPaste, a Commodity by Carolyn Scheppner which allows pasting clipboarded text almost anywhere. Amiga-DOS 2.0 or higher required. V1.0, includes source By Jim Harvey

LazyBench
A little utility for lazy people with a hard disk crammed full of goodies which are too difficult to reach because they are buried away in drawers inside drawers inside drawers inside drawers... LazyBench installs itself as a commodity, adds an item under the WB "Tools" menu and waits in the background. Use its hot key combination to pop up its window and then select an item. Now OS 2.xx only and fully "User Interface Style Guide" compliant. Font sensitive (uses the Default Screen Font) and each gadget has a single key equivalent. V1.12, an update to V1.10 on disk number 894. Binary only. By Werther 'Mircko' Pirani

MuchMore
Another program like "more", "less", "pg", etc. This one uses its own screen to show the text using a slow scroll. Includes built-in help, commands to search for text, and commands to print the text. Supports 4 color text in bold, italic, underlined, or inverse fonts. Can load xpk-crunched files, has a display mode requester and is localized (german catalog included). V3.6, an update to V3.3 on disk number 895. Includes source in Oberon-2. By Fridtjof Siebert, Christian Stiens

VirusChecker
A virus checker that can check memory, disk bootblocks, and all disk files for signs of most known viruses. Can remember nonstandard bootblocks that you indicate are OK and not bother you about them again. Includes an ARexx port, supports SHI's Bootblock.library. By using this library and its brainfile you have the ability to add new Bootblock viruses as SHI release new brainfiles. V6.33, an update to V6.30 on disk 913. Binary only. By John Veldthuis

CONTENTS OF DISK 936

BaseConvert
GUI program to convert a number from one base to another. Shows conversions between Decimal/Hex/Octal/Binary all simultaneously. Requires KS 2.0 or higher. V1.1, binary only. By Johan Vande Ginste.

Spooler
Prints textfiles in the background. Copying a file to the SPOOL: directory is all that is required. The program shows you a list of files to be printed and gives you a report on the file currently being printed. Requires KS 2.0 or higher. V2.3, binary only. By Johan Vande Ginste.

TKEd
TKEd is a very comfortable Intuition-based ASCII editor with an english and german user-interface. It can read texts packed with PowerPacker, has user-definable menus, a comfortable AREXX interface with 116 commands, an interface to some errortools for programmers, macros, undo, wordwrap, supports foldings, has an online help mode, and many other features. TKEd is reentrant and can be made resident. It's KS 1.3/2.04 compatible, supports the new ECS-screenmodes, an application window and checks itself for linkviruses. V1.17a, an update to V1.11 on disk 781. Evaluation version, with editing limited to files 9999 lines and less. Binary only, shareware. By Tom Kroener

CONTENTS OF DISK 937

64Door
A Commodore 64 Terminal emulator program which allows you to call Commodore 64 BBS systems in true C64- specific color terminal mode commonly referred to as C/G mode. Written in 100% 68000 Assembly language. V1.0, binary only, public domain. By Clay Hellman

Galactoid
A one or two player shoot-em-up game that resembles the old arcade classics Galaga and Galaxian. You must avoid and destroy waves of dive-bombing enemies. Written in 100% 68000 assembly language using direct hardware access for maximum smoothness and playability. Binary only, shareware. By Clay Hellman

KingCON
A console-handler that optionally replaces the standard 'CON:' and 'RAW:' devices. It is 100% compatible, but adds some VERY useful features, such as: Filename- completion (TAB-expansion); A review-buffer; Intuition menus; Jump-scroll. (FAAST output!) Cursor-positioning using the mouse; MC68020-optimized version; And more... V1.0, requires OS2.x, binary only. By David Larsson

Knit
Converts an IFF picture (8-colors or less) into a knitting pattern. For a specified stitch size, Knit will tell you how many stitches per row are needed and how many rows are used. Knit bases all of its calculations on the size of a standard monitor screen which means that your finished knitting should be about the size of your screen. (Thus, if you have a extra large or small monitor, you may need to make adjustments.) V1.01, binary only. By Don Finlay

Megasquad
A two player game with two modes of gameplay: Tag and Duel. Features many different play boards, has music, sound, and is very smooth. Written in 100% 68000 assembly language using direct hardware access. Binary only, public domain. By Clay Hellman

WhereK
A highly configurable hard drive utility. Features an automatic disk cataloger with 3 modes, turns directories into ascii files that can be saved and searched, allows other programs to run while continuing in the background, creates lists with versions of the libraries on your hard drive and disks. All files created can be saved. Features 2 help modes, individual help for keys and a comprehensive help mode, both accessible from the program. Runs on WB2.0+ except for the Library Versions Bulk Lister which requires WB3.0 and above. V3.0, binary only, freeware. By Kenneth J. McCormick.

CONTENTS OF DISK 938

Angie
ANother Great Intuition Enhancer commodity that offers about 100 Intuition related actions you may assign to multiple arbitrary hotkeys. Arbitrary DOS commands and input event data may be assigned to the hotkeys too. Furthermore, Angie includes automatic window hunting, auto ActiveWinTask priority increment, 'TWA' type window remembering, auto DefPubScreen definition, etc. Angie comes with a comfortable Intuition user interface. V1.6, giftware, includes source in Oberon-2. By Franz Schwarz

AppISizer
New, localized version of the AppIcon utility that gets the size of disks, directories or files. Gives the size in bytes, blocks and the actual size occupied. Supplied with a French catalog. Includes English documentation in AmigaGuide format and French documentation. Also offers several new enhancements. Requires KS 37.175 or higher. Version 0.68, an update to version 0.61 on disk 853. Binary only. By Grard Cornu.

DPU
Disk Peek and Update, a hex disk and file editor. Functions include show device info, show bitmap, check disk, zap file, zap disk, zap filesystem and zap rigid disk blocks. V1.5, an update to V1.2 on disk number 721. Binary only, freeware. Requires Release 2.04 or higher. By Frans Zuydwijk

Filters
A GUI-based RC Filter design program. Allows you to set the desired characteristics for either a high or low pass filter, calculate the required values, and display/print the resultant phase/frequency graphs. V1.2, binary only, shareware. Requires OS2.0+. By Wim Van den Broeck

MN3A
An antenna design program used to calculate currents, impedance, and fields of wire antennas. The wires may contain lumped-constant loads. Environment may be free space or various groundtypes. V1.0, binary only, freeware. By Jim Martin.

PicCon
An aid for graphics programmers. PicCon will use the datatypes library to load any picture format you've got support for, and you will then be able to extract any part of the picture and save it in your desired format. Ordinary bitplanes, "blitterlines", chunky pixels and various sprite formats are supported. The raw data can be saved as binary, assembly or C source. Saving of the palette entries in a variety of formats is also supported. Requires OS3.0. V1.06, binary only, shareware. By Morten Eriksen.

TurboLeusch
With the help of "Turbo-Leuschner" you are able to create your own menus for WB-based windows or expand already existing menus. Turbo-Leuschner supplies ALL functions of the WB-Menu-System. With Turbo- Leuschner, you supply the name of the window and the menu file to attach to it, thus you can attach menus to the "AmigaShell" window, your favorite GUI-based utility, or simply the WB Window itself. Binary only, shareware. By Thomas Hlle

CONTENTS OF DISK 939

AddPower
A utility that adds some miscellaneous useful features to the 2.0+ OS. Includes: file requesters in any program, stop drive clicking, fix menus and pen colors of pre-2.0 programs, wildcard * = #?, make screen borders black, open any window on front screen. All features are independantly configurable. WB and AmigaDOS interfaces with online AmigaGuide documentation. V37.6, binary only. By Ian J. Einman

AlertHelp
A little tool that helps you to interpret the alertmessages. When an alert occurs, the program displays a window with a little description of the alert. Version 0.55. Freeware, includes source. By Jan Hagqvist

ARexxSuper
An all-purpose mouse-controlled ARexx communication program. All done via a nice GadTools interface, documentation in AmigaGuide format, useful for testing and debugging ARexx interfaces. Requires reqtools library V38+ and KS 2.0+. V1.0, binary only, shareware. By Frdric Delacroix

CloseWB
This program attempts to close the WB screen after "n" seconds. It is useful to put into startup- sequences that start an application and no longer need the WB screen (such as Imagine). The closing of the WB screen will save some chip RAM. Will work with any Amiga running KS 2.0 or higher. V1.0, binary and source included. By Daniel Bachmann

ExtraCmds
A set of 18 AmigaDOS commands, chiefly inspired by UNIX, written to augment the collection distributed as part of the System Software Release 2.04 (V37) and will not run under older releases. This is the second public release consisting of the commands Common, Compare, Concat, Copyright, Count, DirTree, Find, Head, Lower, Prepare, SCD, Split, Splitname, Tee, Testbits, TimeCom, Unique and Usage. Includes an English User's Reference Manual in LaTeX format and source code. By Torsten Poulin

IanUtils
A collection of some small but useful Assembly language tools. Included are: Colors, a KS 3.0 palette editor. Edit any screen's palette by percents, rather than fixed integers; Output, an AppIcon that will call your text/picture/sound/etc. viewer. Customizable for any IFF type; SetColor, Allows setting screen colors from the shell, useful for scripts; SetDepth, a command to change screen depth. Give your WB1.3 8 colors; EMenu, adds key equivalents to WB1.2/1.3 menus. Lays out the menus "prettier." Source included for SetColor, SetDepth and EMenu. By Ian J. Einman

Upcat
Disk catalog program. Read file information from disks, store it in a catalog in memory, save/load catalogs to/from disk, display catalog in several ways, select files to be displayed, print (selection of) catalog, 32 user definable categories, add comment to records in catalog, ARexx interface, user definable macro menu. V1.2, an update to V1.0 on disk number 854. Binary only, freeware. Requires Release 2.04 or higher. By Frans Zuydwijk

CONTENTS OF DISK 940

AltTab
A small Commodity that successively displays the screens titles at the press of 'Alt-Tab' and allows you to choose which screen to bring to the front. Requires KS 37.175 or higher. Version 0.2, binary only. By Grard Cornu.

BootMan
A boot manager program that allows you to select a startupsequence at boot time using the mouse or keyboard. Also allows password protection and a timer to load a default startup if none is selected. Includes a preference editor for easy modification and startup. Will work with any Amiga running KS 2.0 or

higher. V1.1, binary only. By Daniel Bachmann

VideoMaxe
A video database that satisfies all needs of a private video user. With full OS 2.1+ and environmental support (localization, application icon, installer, font- sensitive runtime gadget layout, layout saving, guide documentation, ...) the program handles record suggestions, spool informations, free amount of additional data per tape or title, comfortable search routines, printing, etc. Requires OS 2.1. Version 04.20, update to version 03.22 on disk number 637. Binary only, Shareware. By Stephan Suerken

CONTENTS OF DISK 941

CardZ
Patience card games. Includes two version of Klondike, The Wall and Up/Down. V1.0, binary only, freeware. Requires Release 2.04 and needs a 640x256 PAL HighRes screen. By Frans Zuydwijk

FlipPrefs
With this program, you can create several preferences files. (The "DEVS:system-configuration" type) of different names and switch between them on command. A sample usage would be to customize the startup script to set different preferences depending on the operating system booted into. Could also be useful in different development environments or for machines with multiple users. V1.0, binary only, freeware, By Thorsten Stocksmeier

Guide2Doc
Converts AmigaGuide file to a normal document without any "@{xxx}"'s, but full ANSI-support! CLI-ONLY, optional tableof-contents-generation and page- numbering. Output goes to StandardOut, so you may redirect it, eg. ">prt:", or read the guide in CLI. V1.0, freeWare, includes C-source. By Bernd (Koessi) Koesling

Mine
A Modula-2 implementation of an old computer game. You have an N * N square with mines hidden in some fields. Your job is to mark them with a flag as fast as possible. V2.0, an update to V1.8 on disk number 835. Contains some bug fixes and improvements. Most important: now always uses the default public screen and does not open it's own multitasking and- chipmem-goodbye-screen. Requires AmigaDOS 2.0, Source in M2Amiga Modula-2 and (newest) 68020 version are available from the author. By Thomas Ansorge

SOUNDEffect
Sound sample editing program. Special features include: temporary buffers, frequency and amplitude modulation (tremoto and vibrato), echo, special reverb effect, chorus effect, mixer, free hand editing, low and high pass filter, compresser, expander, limiter, distortion and all the usual functions (copy, paste, insert, cut, looping, zooming etc.). All effects are available in stereo. This is no update to V1.32f, the program has been completely re-written and has a new user interface. Runs with OS1.3 or above. V2.10, binary only, shareware. By Sven Bhling

YAMFG
Yet Another Mine Field Game. This is a big classic. Your tank must move through the variable-width and height mine field to a target. Mainly designed to help beginners cope with assembly. Uses reqtools.library Nico Franois. V1.0, includes heavily commented source. By Frdric Delacroix

CONTENTS OF DISK 942

ACalc
A small calculator with floating point, hexadecimal and decimal modes. Has 10 memories, saves the last result in the clipboard, may be used with the mouse or keyboard. With OS 2.x and 3.0, may be installed as a Commodity. Includes both French and English versions. Binary only. By Denis Gounelle

AS65
A comfortable and efficient 2 pass cross assembler for the Whole 6502 processor family. V2.3d, contains documentation in both english and german. Binary only. By Thomas Lehmann

LibraryGuide
An AmigaGuide file that lists about 170 different "libraries" often found in the LIBS: directory and a simple one or two line description of their purpose along with version info and where to get them, etc. May help you determine whether or not you actually "need" some of these space-consuming things. V1.0. By Dan Elgaard

WBMenu
A simple CLI-only tool that allows you to add new menu- entries to the "Tools" menu of the WB. Useful for scripts and batch files, simple to use. Requires OS2.04+. V3.4, Includes source in assembler for both English and german versions. Shareware. By Thorsten Stocksmeier

CONTENTS OF DISK 943

Clock
A simple Clock program but with the handy feature that you can "snapshot" the clock to stay with any screen or it can be free to pop to the frontmost screen automatically. Up to 4 alarm times can be set, which can simply put up a requester or cause some program to run in background. Hourly chimes can also be made to run a program (I.E. a sound sample player). Uses locale.library with OS2.1+. V2.20, an update to V2.00 on disk number 869. Binary only. By Bernd Grunwald

IRMaster
A package for the substitution of remote controls by the Amiga. You can learn and send nearly any infra red command. That means you can control e.g. your tv set from the WB. With an editor you can create remote controls and with a runner you can use them on your wb. V1.0, binary only. By Jrgen Frank & Michael Watzl

JIStoJi
A program to read and print Japanese electronic text. JIStoJi automatically identifies electronic texts written in Old-JIS, New-JIS, Shift-JIS, or EUC-JIS (as well as, of course, ASCII) and displays them on screen, or prints them to dot-matix printers. V1.5, binary only. By Gerald B. Mathias

MCMaster
Another music cassette cover printing utility which should work together with any printer that supports pica and fine. Other features are a search function and a list function which allow you to put, for example, all the song names in a list gadget to scroll around. Requires KS 2.04! V1.2, an update to V1.1 on disk 685. Binary only. By Michael Watzl

Mkfont
Converts standard Amiga fonts into softfonts for the Hewlett Packard II (compatible) laser printers. It is entirely written in assembly and is quite fast. It can double the softfonts in size and smooth's them automatically. V1.0, binary only, freeware, Runs from CLI only. By Tonio Voerman

WBflash
A small program that nicely flashes (or color-cycles) the active window or WB background. With some simple gadget clicks you can generate and save your own custom flash-patterns. Written in assembler. Includes both English and Swedish versions. Requires OS2.0+. V1.12, binary only. By Thomas Pettersson

CONTENTS OF DISK 944

AngusTitler
A program to create videotitles for (e.g.) your holiday films. It is possible to scroll 350 lines up the screen. Of course, the colors, fonts, fontstyles, border etc. can be changed. It is also possible to load a background picture. This is only a demo-version that is limited to 10 lines, all other options are enabled, even saving and loading. The full version can be obtained from the author for $35 US or 45 DM. V4.0, binary only. By Andreas Guner.

ARegress
A program for stistical evaluation of measurements. You can use it to estimate different kinds of regression, and to print graphs of the regressions. V2.0, binary only, freeware. By Sven Bhling

BlockEd
Disk block editor, simple but very easy to use. Compatible with 1.3 and up. V1.4, initial release. Contains most source (in C) for light reading. By Andrew Kemmis

Lhf
A dir-utility and archiver with CLI and intuition interface. Enables you to copy, move, delete or rename archive files as if they were ordinary files. Extraction and compression is automatically performed as needed. With the configuration program 'LhfEd' you can customize it to perform external commands. V1.03, binary only, freeware. By Stefan Pampin

Parcheese
Like the classic board game. The aim of the game is to get all of your markers safely around the board to your home base. Three levels of play, players selectable between human/computer. Includes documentation in english and spanish. V1.7g, binary only. By Xavier Egusquiza

PhoneDir
Personal Phonedirectory (PPD) was designed to remember addresses and phone numbers for you, and also dials the numbers automaticly. PPD was designed especially with multitasking in mind. When you are doing something else, its window can be minimized, and when you need to, you can call someone just by a click on the mouse. PPD uses almost no system power when not used. V1.0, binary only. By Hallvard Korsgaard

CONTENTS OF DISK 945

EmacsStarter
A good Emacs starter. With it you can load files into a running Emacs. Has an option to use a public screen (requires "ScreenManager"), full WB support, double- click icons into a running Emacs, new icon creating scheme, use different icons depending on what type of file you are editing, sticky flag, the script doesn't terminate until the requested buffers are terminated. Release 1, includes ARexx and C source. By Anders Lindgren, Bo Liljegren

IFFConvert
A program to convert the different compression methods of IFF ILBM files. It supports the normal compression, a new compression method that compresses column by column instead of row by row, and uncompressed files. V1.12, an update to V1.11 on disk number 699, includes source. By Matthias Meixner

MineRunner
A freeware game like Lode Runner, but with more features. Supports the 4 player adapter for the parallel port, uses soft stereo where possible, doesn't stop multitasking and saves highscores to disk. V1.0, binary only. By Matthias Bock

Orm
An improved version of PD "Snake" game on disk number 810 by Michael Warner. You control an "orm" (Danish for worm or snake), living in a small window on the default public screen, which grows by eating "frogs" and avoiding obstacles. This version tries to be smart about its window borders and the screen mode (interlace, Superhires, etc.). Supports locale library if present. English, German, Italian, and Swedish catalogs are supplied. Default language is Danish. Includes the catalog description file and full DICE and SAS/C (Lattice) compatible source. V1.4, Public Domain. Requires AmigaDOS 2.04 or higher. By Torsten Poulin

PrtSc
Have you ever noticed that there is a PrtSc-key on the numeric keypad? This program makes it work! By pressing the PrtSc key on your keypad, you get a screen dump to your printer. V1.52, an update to V1.08 on disk number 897. Freeware, includes source. By Jan Hagqvist

Reminder
A utility to remind you about events. It consists of an event editor and a small program that is put in your WBStartup (or run from S:user-startup). Every time you boot your machine, this program checks the event database and puts up a requester (and optionally calls an ARexx script) if there are events that you need to be reminded about. V1.20, freeware, C source included for DICE and SAS6.x. By Matti Rintala

CONTENTS OF DISK 946

AmiQWK
QWKMail format offline message system. Allows reading of QWKMail format offline message packets popular with many bulletin board systems (BBSes). Replies can be edited using any text editor and packed for transfer at a later time. AmiQWK has been tested with many QWKMail systems for IBM and Amiga based BBSes. Requires WB 2.04 or higher. Release 2 V2.2, an update to Release 2 V1.0 on disk number 907. Binary only, shareware. By Jim Dawson

DMon
DMon is a multi-purpouse utility written for the author's personal use during program development. It is a Monitor, Dissassembler, Debugger and development system. You may find similarities to Amiga Monitor by Timo Rossi, but DMon is different, it can disassemble and debug 68xxx software in User and Supervisor Mode. If you do not know what that means, then do not use DMon! V1.86, binary only. By Andreas Smigielski

fd2pragma
A small utility to create prototypes for the Aztec C compiler or the Aztec Assembler from FD files as they are distributed from Commodore with the Include files. Includes C-source. By Jochen Wiedmann

PriMan
A configurable, Style Guide compliant task priority manager. Along the same lines as TaskX, PriMan is font- sensitive, resizeable, uses a slider gadget to change the priority of any task, and has buttons for sending a Ctrl-C signal to a task, or removing it from memory. V1.1, an update to V1.0 on disk number 928. FreeWare, includes C source. By Barry McConnell

TrashIcon
A WB 2.x application icon to delete files. Puts an icon at a user defined position on the WB screen, then deletes all files that are dragged onto it. V2.3, an update to V1.4 on disk number 871. Binary only. By Mark McPherson

Yass
Yet Another Screen Selector, a commodity with several nice features such as: Completely controllable via keyboard (of course you can use your mouse, if you really want to); Shows Screens and Windows (option); Shows PublicScreenname or ScreenTitle (option); Ability to change the default Public screen; Opens window even on non-public screens (option). Font-sensitive; Resizeable windows. V1.1, binary only. By Albert Schweizer

CONTENTS OF DISK 947

Mand2000D
Demo version of a revolutionary fractal program that makes it far easier to explore the Mandelbrot set. Mand2000 is compatible with all Amigas. It has separate calc routines that have been optimized for the 68000, 68020, 68030, 68040 and 68881 processors respectively. It automatically detects these to ensure maximum performance. Mand2000 also makes full use of AGA graphics when available. A number of enhancements since the original demo version. V1.102, binary only. Requires OS 2.04. By Cygnus Software

NewTool
A program that will quickly replace the default tool in project icons. You can specify the tool to use, use a file requester to pick the tool, or allow NewTool to automatically choose the proper tool depending on the file type. V37.195. WB 2.0+ required. Binary only. By Michael J Barsoom.

ScreenSelect
A commodity to change screen order by selecting a screen name from a listview. Also allows binding of hotkeys to any screen with a proper name. Supports automatic activation of windows (remembers last activations) when changing to new screen, is configurable with Preferences program, it has a full intuition interface and is font sensitive (including proportional fonts). Documentation in AmigaGuide, ASCII and DVI formats. Requires AmigaOS 2.04 or later. V2.1, an update to V2.0 on disk number 915. Binary only, freeware. By Markus Aalto

SMaus
A highly configurable "SUN-mouse" utility, implemented as a commodity with a graphical user interface. It activates the window under the mouse pointer if you move or after you have moved the mouse or if you press a key. You can specify titles of windows which shall not be deactivated using wildcards. Requires at least AmigaOS 2.04, uses locale.library if available. Includes english and german docs, german and swedish catalog file (english language built in). V1.24, an update to V1.17 on disk 868. Shareware, binary only. By Stefan Sticht

SteamyWindows
A small yet very useful commodity that increases the priority of the owner task of the active window, and restores the task's priority when the window becomes inactive unless someone else modified the task's priority meanwhile. V1.0, includes source in Oberon-2. By Franz Schwarz

CONTENTS OF DISK 948

ADis
A 68000+ disassembler which can automatically recognize data and strings put into the code segment. It also generates only those labels that are really referenced. The generated file will often be reassemblable. In V1.1, ADis is capable of recognizing all 68020 and 68881 instructions even with the 68020's extended addressing modes. ADis will also try to resolve addressing relative to a4, which many C compilers use in a small memory model. V1.1, binary only. By Martin Apel

Snoopy
Enables you to monitor library function calls of any library you wish. The idea of course came from SnoopDos by Eddy Carroll, but Snoopy is different in approach and purpose. Snoopy has no specific patches for specific functions it is an all-purpose tool to monitor *ANY* library call in *ANY* system library. V1.4, includes assembly source. By Gerson Kurz, FH Muenchen

VirusZII
Release II of this popular virus detector that recognizes many boot and file viruses. The filechecker can also decrunch files for testing. The memory checker removes all known viruses from memory without 'Guru Meditation' and checks memory for viruses regularly. VirusZ has easy to use intuitionized menus including keycuts for both beginners and experienced users. Release II versions of VirusZ require OS2.0+. This is Release II V1.00, an upgrade to Release I V3.07 on disk number 902. Binary only, shareware. By Georg Hrmann

CONTENTS OF DISK 949

BBBBS
Baud Bandit Bulletin Board System. Written entirely in ARexx using the commercial terminal program "BaudBandit". Features include up to 99 file libraries with extended filenotes, up to 99 fully threaded message conferences, number of users, files, messages, etc. are only limited by storage space, controlled file library and message conference access for users and sysops, interface to extra devices like CD-ROM and others, all treated as read only, complete Email with binary mail and multiple forwarding, user statistics including messages written, files uploaded or downloaded, time, etc, plus much more. Now includes a complete offline reader/answer called bbsQUICK.rexx, and Call Back Verification for local callers. V6.5, an update to V5.9 on disk 883. Includes complete ARexx source. By Richard Lee Stockton

TitleClock
A little commodity (about 3k) that throws up a clock in the top right corner of a screen's titlebar. It may be set up to display itself on one or more screens without running multiple copies of the program. It may also be set to follow your default public screen and also to always display on the frontmost screen. V2.7, binary only. By Anders Hammarquist

CONTENTS OF DISK 950

BBDoors
A collection of rexxDoors adjusted to work with BBBBS 6.5. Includes complete ARexx source. By Richard Lee Stockton and various others.

bbsQUICK
An offline read/reply/upload/download module for BBBBS. Complete GUI with support for multiple BBBBS systems. V6.4 and update to V5.9 on disk number 883. Includes complete ARexx source. By Richard Lee Stockton

BusyPointers
A collection of busy pointers for use with 'NickPrefs'. (NickPrefs can be found on disk number 780). By Dan Elgaard

ClockTool
A simple CLI utility do perform operations on the batterybacked-up and/or system clock, e.g. display either/both, set one from the other, increment, and log. Most of these features, particularly those accessing the battery-backedup clock, are not available using current AmigaDos commands. V1.0, includes source. By Gary Duncan

Enforcer
A tool to monitor illegal memory access for 68020/68851, 68030, and 68040 CPUs. This is a completely new Enforcer from the original idea by Bryce Nesbitt. It contains many new and wonderful features and options and no longer contains any exceptions for specific software. Enforcer can now also be used with CPU or SetCPU FASTROM or most any other MMU-KS- Mapping tool. Major new output options such as local output, stdout, and parallel port. Highly optimized to be as fast as possible. V37.55, an update to V37.52 on disk number 912. Requires V37 of the OS or better and an MMU. Binary only. By Michael Sinz

PayAdvice
Easy-to-use pay analysis program which is easily configured to deal with the way deductions are made from your salary. Useful for investigating just how large a slice of your hard earned cash ends up in the hands of the tax man, or to make sure that your employer isn't deducting more from your wages than he should. V3.00, binary only, shareware. Authors: Richard Smedley, Andy Eskelson, Robert Hart

Sushi
A tool to intercept the raw serial output of Enforcer 2.8b, Enforcer.megastack 26.f, Mungwall, and all other tool and application debugging output that uses kprintf. This makes it possible to use serial debugging on a single Amiga, without interfering with attached serial hardware such as modems and serial printers. Sushi also provides optional signalling and buffer access to an external display/watcher program. V37.10, an update to V37.7 on disk number 733. Binary only. By Carolyn Scheppner

CONTENTS OF DISK 951

IconMiser
Intercepts attempts by programs to create icons and substitutes images or icons you prefer in their place. Easy to configure, works with 1.2 or above. Supports icon drag-ndrop with 2.0 or above. V2.0, binary only. By Todd M. Lewis

MaxonMAGIC
Demoversion of the commercial program MaxonMAGIC, an animated screenblanker and crazy soundprogram. The complete version includes 15 different blankers and two disks full of samples. The demo is almost

completely operational. Settings can't be saved and it will also remind the user that it is a demo every now and then. By Klaus-Dieter Sommer, distributed by MAXON Computer

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MachV
Release 5.0, V37.5 of the hotkey/macro/multipurpose utility. You can record keystrokes and mouse events, manipulate screens and windows, popup a shell, view the clipboard, blank the screen and much more. This release has a complete ARexx interface, so you can execute ARexx programs and functions from hotkeys and store results in environment variables. The optional title bar clock is an AppWindow. You can drop an icon in the clock and its name is set in a variable for use in macros. The documentation has been rewritten and includes two indices. This is the freely distributable release of 5.0. It is the same as the registered version except this version has a "welcome" window and has a limit of 25 macros. It has been localized for deutsch and francais. Requires OS2.0+. This is an update to MachIV on disk number 624. Binary only, shareware. By Brian Moats, PolyGlot Software

UUArc
UUArc is an archiving system designed to enable easy transmission of binary files/archives over communcation links only capable of using ASCII, such as Electronic Mail. It encodes binary files into files containing only printable standard ASCII characters. Written primarily for use with GuiArc to add UUEncoding/UUDecoding facilities to it, it takes similar command line options to other commonly used archiving programs. V1.3, an update to V1.1 on disk 912. Public domain, includes source. By Julie Brandon

CONTENTS OF DISK 953

AmigaToNTSC
AmigaToNTSC patches graphics.library so it will think you have an NTSC Amiga. AmigaToPAL will patch it to think you have a PAL Amiga. Custom screens will open in the mode selected. V1.2, an update to V1.0 on disk number 575. Binary only. By Nico Francois

AppCon
Declares the actual CON:-window as an AppWindow and lets you drop your icons in this window. Then, the name and path of the icon are inserted into the current command line exactly as if you typed them with your keyboard, but slightly faster! V37.177, includes source. By Stephan Fuhrmann

ByteFilter
Lets you to filter out specified bytes from any file, so you are able to extract the texts from a binary file, for example. V1.20 and it uses jhextras.library, which is included in the libs drawer. Freeware, includes source. By Jan Hagqvist

EasyCatalog
An IFF-CTLG catalog file editor. From now on, you can just enter the text for the catalog and save it. Existing catalogs can be loaded and changed. Requires KS 2.x or higher. English and Dutch (Nederlands) catalogs supplied. Version 0.8, binary only. By Jeroen Smits

ISAM
A Server/Library. Even novice programmers can store and/or retrieve database records. Powerful, multi- "user", almost unlimited number & size of records/files. Different users may access same file, file and record locking (exclusive or shared), multiple keys/file. Keys may: ascend/descend, have unique/repeatable values, be up to 499 bytes. Many record retrieval methods. Recover Index file if lost or corrupt. Deleted record space reclaimed. Small: server is less than 51K; Resident Library less than 9K. Usable from C/Asm./ARexx/etc. AmigaDOS V1.2 and up. Shareware, binary only, examples w/source. V1.03, an update to V1.01 on disk number 766. By Scott C. Jacobs, RedShift Software

LHA-DOpus
An ARexx script for Directory Opus 4.11 that lists the contents of lha-archives in a DOpus window. Allows extract, delete and add operations on specific files of the archive. V1.0, freeware. By Michiel Pelt

CONTENTS OF DISK 954

MFT
Multi-Function Tool. A little assembly program (just over 1K) that can perform all of the following DOS commands: RENAME, DELETE, MAKEDIR, WAIT, FILENOTE. Useful for disks where every byte counts and you don't want a bunch of bigger utilities taking up room. Current version does not support pattern matching. V1.03, includes source in assembler. By Thorsten Stocksmeier

SCAN8800
A specialized database program to store frequencies and station names for shortwave transmitters. It can also control a receiver for scanning frequency ranges. V2.38, an update to V2.33 on disk number 864. Binary only. By Rainer Redweik

CONTENTS OF DISK 955

DixGalaga
A shoot'em up game. Deluxe version of an old classic. V1.0, binary only, shareware. By Edgar M. Vigdal

MuroloUtil
Several CLI or script based utilities. Included are: Button A little utility that opens a requester with custom text. Useful for batch and scripts; C64Saver A utility that reads C64 basic programs, decodes and saves them in a readable file; Calendar A utility which prints a monthly calendar and some information about the days; CarLost A utility that causes DTR to drop on the serial port; CDPlayer A utility to play a musical CD on CDTV or A570; FMBadFmt Intuition based utility which formats BAD floppies and makes them useable; KickMaker A utility to create a new KS disk with the last version of KS on it... For A3000 owners only; SerTest A utility that opens a window and shows the status of serial port signals Switch A utility that opens a little centered window, that has custom text and two buttons for choice. Most programs require OS2.04+, some source included. By Felice Murolo

PFS
A filesystem for the Amiga. Offers higher performance on all operations and full compatibility with AmigaDos. Requires KS 2.0 or higher. Shareware release 1.0, V6.11. Binary only. By Michiel Pelt

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DDBase
A simple database program. Features: Up to 1500 records, up to 20 fields/record; Draw up to 10 Bevel/FlipBoxes, Box, Circles; Import/Export data as ASCII or Superbase; Uses external fields (ASCII/IFF). Installation utility provided. V3.00, requires OS2.x or greater. Binary only, freeware. By Peter Hughes

FMsynth
A program to create sounds with FM synthesis. It has six operators, a realtime LFO and a free editable algorithm. The sound can be played on the Amiga keyboard or on a MIDI keyboard which is connected to the Amiga. The sounds can be saved in IFF-8SVX (one or five octave) or raw format. FMsynth has an AREXX port now. Included are 230 FM sounds. V3.3, an update to V1.1 on disk number 895. Shareware. By Christian Stiens

SetDefMon
A small utility to set the system's default monitor during WBStartup or to zap the default monitor on the fly. Possible default monitors include Pal, Ntsc, Euro36, Super72, DblNtsc and DblPal. V1.2, includes source in C. By Franz Schwarz

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PARex
PARex is a program which allows you to process files, mostly textfiles, whereby strings can be replaced by another, text between two strings can be stripped, strings put in lower or upper case. PARex supports normal text searching, wildcard searching, context remembering and word-only searching. Using data scripts enables the use of an unlimited number of such replace commands. Each replace command can be individually controlled. All ASCII codes can be used in the search and replace strings, even entire files, dates, times, can be inserted in such strings. Custom formatted hexadecimal output is also supported. Over twenty ready to use program scripts are included to perform simple tasks as: converting files between different computer systems, stripping comments from source files, finding strings in files, converting AmigaGuide files to normal text files,... even automatic version updating of source files. By the way, v3.00 is about two to more than twenty times faster than the previous versions, and is supplied in english, german, french, and dutch. V3.00, an update to V2.12 on disk number 859. Binary only (but the source is available), shareware. By Chris P. Vandierendonck

VChess
Fully functional shareware chess game completely written in Amiga Oberon. Features: selectable screen type (can run right on the WB screen); sizeable board; Two-human, Computer-Human and Computer-Computer play modes; Load, save games; Load/save/print movelist; Use/save openings; Time limits; Solve for mate; Selectable fonts; Setup board; Rotate board; Show movelist; Show thinking; ... and more. Requires OS2.0+, and should run even on low memory (512K) machines if the opening library is not used. V2.0, binary only, shareware. By Stefan Salewski

CONTENTS OF DISK 958

Alert
A small command to display texts in a recovery-alert. Works on all machines with KS V33 or higher. V1.1, includes source. By Ketil Hunn

Fed-CASE
A graphical environment to design flowcharts. The source code generator generates directly compilable C source. The generated code can be compiled on other computer systems. I.E. you can generate source code for a C compiler on a UNIX operating system or a PC operating system. V1.0 (demo version), binary only. By Christian Joosen, Ron Heijmans

TestMaker
NOT just a test creator for teachers. Ten years in developing, this one makes up tests, review sheets, quizzes, etc., in a variety of formats, and helps the teacher maintain a question database for use in most subjects. V3.12, binary only (Compiled HiSoft Basic), shareware. By Bill Lunquist, Bob Black

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AmigaDiary
AmigaDiary is a handy WB tool of the type that currently abound office PC's. It is a mouse driven diary capable of storing all personal events and is the perfect solution to all those forgotten birthdays, missed appointments etc. V1.13, binary only. By Andrew K. Pearson

HQMM
Hero Quest MapMaker. With HQMM, you can create your own missions for Hero Quest, the board game. You can place all objects that are in the Hero Quest set (doors, traps, furniture, monsters etc.) on the map and you can write your own story to go with it. All this will be printed out in the same style as the original Hero Quest missions. V1.11, requires OS2.0+. Binary only, freeware. By Camiel Rouweler

IntuiMake
A tool for developers, created with the intention of building complex projects, with an easy to use graphics user interface. No further knowledge about conventional makes is needed, because Intuimake does not deal with script files or things like that. Requires OS2.0+. V1.2, binary only. By Bjrn E. Trost and Dirk O. Remmelt

CONTENTS OF DISK 960

Imperial
An oriental game in which you have to remove tiles from a layout (like Shanghai or Taipei). Every game has a solution and there's a layout editor. English NTSC version and French PAL version supplied. Some other versions available from the author. V2.0, binary only, shareware. By Jean-Marc BOURSOT

Minesweeper
Yet another minesweeper game. This one forgives the player, when he hits a mine, if no useful inferences could be made from the exposed information. The element of luck is sharply reduced. First version, binary only. By Donald Reble

PowerPlayer
A very powerful, user friendly and system friendly module player. It can handle nearly all module-formats, can read powerpacked & xpk-packed modules and comes along with its own powerful cruncher that uses the lh.library. Has a simple to use userinterface and an ARexx port, has locale-support and a nice installer script for CBM's installer utility. V4.0, update to V3.9 on disk number 863. Binary only, shareware. By Stephan Fuhrmann

CONTENTS OF DISK 961

FIVE-STAR
Demo version of a powerful prediction tool for LOTTO, POOLS, SWEEP, DIGIT (eg 4d) and HORSE (races) systems available worldwide. The program uses an identical framework for all five systems but they are run completely individually so that any number of them can be used simultaneously. All records, updates, predictions, bets and results are stored separately and can be saved to disk or sent to the printer at any time. This demo version is supplied with a very basic manual and is completely functional except for data input. V1.0, binary only. By Joe Taylor

MPMaster
A useful MIDI program that enables to transmit/receive samples via MIDI between the Amiga and any MIDI device that supports the MIDI Sample Dump Standard format (such as the Yamaha SY85 synthesizer). It has a WB interface, can play samples and all settings of the sample can be modified before transmission. Includes a circuit to build a very small MIDI interface. Distributed in two languages: English and Spanish. Requires WB 2.04 or higher. V1.2, binary only, freeware. By Antonio J. Pomar Rossell

CONTENTS OF DISK 962

EnvTool
A tool for a project icon, born out of a severe need to allow users to use their own tools for reading doc files, viewing pictures, editing files, etc. EnvTool will send the associated file to either the tool specified by an environment variable, or a selected default tool if the environment variable is not set. Version 0.1, includes source in C. By Dan Fish

EZAsm
Combines 68000 assembly language with parts of C. Produces highly optimized code. Uses C-like function calls (supports all 3.0 functions), taglists, braces, "else", ".fd" support, and much more. Comes bundled with A68k and Blink, for a complete programming environment. V1.8, an update to V1.7 on disk 699. Includes example source and executable files. Binary only. By Joe Siebenmann

MuchMore
Another program like "more", "less", "pg", etc. This one uses its own screen or a public screen to show the text using a slow scroll. Includes built-in help, commands to search for text, and commands to print the text. Supports 4 color text in bold, italic, underlined, or inverse fonts. Can load xpk crunched files. Has a display mode requester. Is localized with German, Italian, French, and Swedish catalog files. Supports pipes. Requires KS 2.04 or later. V4.2, an update to V3.6 on disk number 935. Includes source in Oberon-2. By Fridtjof Siebert, Christian Stiens

ToolAlias
Provides a mechanism for rerouting specific programs to other programs. For example, with ToolAlias, you could reroute all references to ':c/muchmore' to use 'sys:utilities/ppmore' instead, so that when browsing documents on a Fish disk, you get to use your favourite text viewer, rather than loading the one specified in the document's ToolTypes. Requires OS2.0+. V1.02, Includes source. By Martin W. Scott

Touch
Another Amiga version of the Unix utility with the same name. Touch changes the date and time stamp of all specified files to the current date and time. This version will also create an empty file (like the Unix version) if the specified file does not exist. V1.2, an update to V1.0 on disk 919. Public domain, includes source. By Kai Iske

CONTENTS OF DISK 963

BootPic
BootPic shows nearly any IFF picture that you like while your system is initialized after a reset. Additionally, it may play a MED-Module. Requires OS 2.0 or higher. V3.1, a major update to V2.1b on disk number 718. Binary only. By Andreas Ackermann

Codecracker
Another MasterMind clone. Difficulty level may be set by selecting the number of color columns and the number of different colors to choose from. Documentation contained within the program. V2.23, binary only. By Michael Reineke

SIOD
An interpreter for the algorithmic language Scheme, a dialect of LISP developed at MIT. Siod is a C implementation that covers a large part of the standard and can be run with a small amount of memory (also runs on old A500 NOT expanded). It is the ideal tool to learn the language or for experimenting with functional languages. V2.6, includes source and examples. Based on the original code from Paradigm Inc. An update to V2.4 on disk number 525. By Scaglione Ermanno

Split!
A high-speed file splitter. Splits a large file into several smaller files (size is user-definable). Due to the use of a 32k buffer, Split! is up to 14 times faster than the competition. CLI interface. Originally created for transporting large documents. V1.0, binary only. By Dan Fraser.

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Angie
ANother Great Intuition Enhancer commodity that can be used to assign AngieSequences that can consist of dozens of Intuition related actions, arbitrary dos commands and input event data to an unlimited number of hotkeys. Furthermore, these AngieSequences can be executed via ARexx. Angie's capabilities include auto window hunting, auto ActiveWinTask priority increment, 'TWA' window remembering, auto DefPubScreen definition, etc. Angie comes with a comfortable Intuition user interface and is completely localized. Includes English and German documentation and German catalog. V3.6, an update to V1.6 on disk number 938. Binary only, giftware. By Franz Schwarz

NewDate
A replacement for the AmigaDOS command 'Date'. Besides the usual date options, NewDate enables date output in your own defined format. NewDate currently supports 18 languages: English, German, French, Dutch, Italian, Spanish, Portugese, Danish, Finnish, Swedish, Norwegian, Icelandic, Polish, Hungarian, Czech, Romanian, Turkish and Indonesian. V1.20, an update to V1.10 on disk number 859. Binary only, freeware, By Chris Vandierendonck

RIVer
This program searches an embedded version ID in a file. Like the 'Version' command you can check the version and revision number of a file. You can also add this embedded version ID as a filenote, or print it in a table where each field of the ID is clearly stated. You can also construct your own version comment using embedded version ID fields. V2.30, an update to V2.00 on disk number 787. Binary only, freeware. By Chris P. Vandierendonck

Stocks
Demo version of a stocks analysis program. Provides powerful technical analysis using numerous studies including Candlesticks, traditional bar charts, 3 moving averages, MACD, Stochastics, Gann, TrendLines, %R, Average Volume and more. It generates buy/sell signals based on customizable trading rules and graphs daily, weekly, and monthly charts using a simple ASCII data file format compatable with Compu-Serve historical data. Displays on WB or Custom Public Screen. Includes on-line AmigaGuide help text. Requires OS2.0+. V3.02a, binary only. By James Philippou, Bug- Free Development

CONTENTS OF DISK 965

CDPlay
A small CD Player designed for the Xetec CDx Software. The program uses a small window that opens on the WB screen. Smaller with many more functions than those on the player that is supplied with the Xetec Software. V2.01, binary only. By Nic Wilson

UChess
A powerful version of the program GnuChess V4 for the Amiga. Plays a very strong game of chess. Code has been rewritten and data structures reorganized for optimal efficiency on 32 bit 68020 and better Amiga systems. Fully multitasking, automatically detects and supports 640X480X256 color AGA mode machines, and does not at any time BUSY wait. Requires a 68020/030/040 based Amiga computer system with AmigaOS 2.04 or later and 4 Meg of ram minimum. Special "L" version optimized for 68040 and requires 10 Meg of ram minimum. Supports a variety of standard features such as load, save, edit board, autoplay, swap sides, force move, undo, time limits, hints, show thinking, and a supervisor mode that will allow two humans to play with the computer acting as a "supervisor". V2.69. Source for this version may be found on AmigaLibDisk966. By FSF, Amiga Port by Roger Uzun

CONTENTS OF DISK 966

CDTV-Player
A utility for all those people, who'd like to play Audio CD's while multitasking on WB. It's an emulation of CDTV's remote control, but is a little more sophisticated. Allows access to the archive even without a CDROM drive (i.e. AMIGA 500-4000), although you can't play a CD. Program and KARAOKE (live on-screen) included. Recognizes CDs automatically. Works on all CDTVs, AMIGA CD 32 and all CD ROM emulating the cdtv.device or cd.device. V2.31, an update to V2.05 on disk 894. Freeware, binary only. By Daniel Amor

FHSpread
A Spreadsheet program that uses its own custom screen. Can be switched between hires, laced and PAL, NTSC. Should work on any amiga with at least 1MB. V2.01, an update to V1.71 on disk number 887. Binary only. By Frank Hartog

UChessSrc
Lha archive of all the sources necessary to build UChess V2.69 as contained on disk number 965. By FSF, Amiga Port by Roger Uzun

CONTENTS OF DISK 967

IconTrace
Use this program to find out which tooltypes a program supports and which icons it looks for. KS 2.0 or higher required. V2.02, binary only. By Peter Stuer

MUI-usr
An object oriented system to create and maintain graphical user interfaces. From a programmer's point of view, using MUI saves a lot of time and makes life much easier. Thinking about complicated terms like window resizing or font sensitivity is simply not neccesary. On the other hand, users of MUI based applications have the ability to cus-

tomize nearly every pixel of a program's interface according to their personal taste. V1.4, this is part 1 of a 2 part distribution and contains the user system. The developers support package can be found on disk number 968. Shareware. By Stefan Stuntz

CONTENTS OF DISK 968

DiskInfo
A replacement for the AmigaDOS 'Info' command, but can additionally give more extensive information on the disk (volume) and/or on the device in which the disk is inserted. V2.00, an update to V1.00 on disk number 783. Binary only, freeware. By Chris P. Vandierendonck

JustLook
A collection of routines for controlling the mouse and keyboard thru generation of 'Input Events'. Implemented as object code to be linked with your programs. This is for application writers who like to include HowToDo programs with their applications. Users can actually see how to do things, rather than describing them in document files. This is not a recorder, mouse and keyboard events are generated in real time and so the software adapts itself to changes at a particular execution. Includes example programs and source in C and assembly. By Kamran Karimi

MUI-dev
An object oriented system to create and maintain graphical user interfaces. From a programmer's point of view, using MUI saves a lot of time and makes life much easier. Thinking about complicated terms like window resizing or font sensitivity is simply not neccesary. On the other hand, users of MUI based applications have the ability to customize nearly every pixel of a program's interface according to their personal taste. V1.4, this is part 2 of a 2 part distribution and contains the developer support package. The user system can be found on disk number 967. Shareware. By Stefan Stuntz

PowerSnap
A utility that allows you to use the mouse to mark characters anywhere on the screen, and then paste them somewhere else, such as in another CLI or in a string gadget. Checks what font is used in the window you snap from and will look for the position of the characters automatically. Recognizes all non-proportional fonts of up to 24 pixels wide and of any height. Works with AmigaDOS 2.0 in both shell and WB environments. V2.2, an update to V2.1b on disk 781. Binary only. By Nico Francois

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ACE
ACE is a FreeWare Amiga BASIC compiler which, in conjunction with A68K and Blink, produces standalone executables. The language defines a large subset of AmigaBASIC but also has many features not found in the latter. A simple graphical front-end (Integrated Development Environment) is also provided. This is written in ACE. V2.0, freeware, binary only. By David Benn

DOSTrace
SnoopDOS clone with a lot more whistles and bells: session history, commodity, and can trace a lot more functions than SnoopDOS. KS 2.04 or higher required. V2.13, binary only. By Peter Stuer

LazyBench
A little utility for lazy people with a hard disk crammed full of goodies which are too difficult to reach because they are buried away in drawers inside drawers inside drawers inside drawers... LazyBench installs itself as a commodity, adds an item under the WB "Tools" menu and waits in the background. Use its hot key combination to pop up its window and select an item from the list displayed, thus launching your favourite application without messing around with windows and drawers. Font sensitive, Style Guide compliant and fully configurable. Requires AmigaDOS 2.xx or later. V1.14, an update to V1.12 on disk 935. Binary only. By Werther 'Mircko' Pirani

SysInfo
A brand new release of this popular program. It reports interesting information about the configuration of your Amiga, including some speed comparisons with other configurations, versions of the OS software, and much more. V3.23, an update to V3.18 on disk number 860. Binary only. By Nic Wilson

CONTENTS OF DISK 970

ADM
A comfortable and flexible address database with font sensitive windows, commodity support, application window support, an ARexx-port, public screen support, and totally controllable from the keyboard. It includes user flags (grouping), email support, and freely configurable label printing. It can fill out letter forms and call your word processor, print remittance orders, dial numbers, and has online help. Requires AmigaDOS V2.04 or later. V1.20, an update to V1.01 on disk 847. German version only. Shareware, binary only. By Jan Geissler

NoNTSC
Converts NTSC-Screens to PAL-Screens. It links into the OpenScreen-Routine and looks at the height of every screen opened. If it has NTSC-Height (200 Pixels), it is converted to PAL-Height (256 Pixel). By Thorsten Stocksmeier

UUCode
Optimized uuencode/uudecode programs. Designed to be reliable and fast. Also includes 68030 based versions. V36.6, includes source. By Ralph Seichter

CONTENTS OF DISK 971

DiskInfo
A replacement for the AmigaDOS 'Info' command, but can additionally give more extensive information on the disk (volume) and/or on the device in which the disk is inserted. V2.00, an update to V1.00 on disk number 783. Binary only, freeware. By Chris P. Vandierendonck

QDisk
A WB utility that will monitor the space usage of any mounted AMIGA DOS volume, like your hard drive or your floppy drive. QDisk will also notify you if a volume becomes too full. Comes with a preference editor to customize QDisk to your needs. V2.01, an update to V1.1 on disk 903. Freeware, binary only. By Norman Baccari

Yak
Yet Another Kommodity. Features a sun-mouse that only activates when the mouse stops, KeyActivate windows, click windows to front or back, cycle screens with mouse, mouse and screen blanking, close/zip/shrink/enlarge windows with programmable hotkeys and a lot of other configurable hotkeys. Fully localized English language builtin and provided catalogs for Dutch, French, German, Italian and Swedish. Documentation in English, French, German and Italian. Includes installer scripts and C source. V1.57, an update to V1.52 on disk number 912. By Gael Marziou & Martin W. Scott

CONTENTS OF DISK 972

Icons
A bunch of 4-Color Icons from which you may find something suitable for your particular WB environment. By Magnus Enarsson

IntelInside
A cute little play on the marketing motto of that "other" family of microprocessors ...a WB TrashCan Icon. By Unknown... (Unconfessed??)

MoreIcons
Another bunch of Icons (8-Color this time) from which you may find something suitable for your particular WB environment. By Dan Elgaard

QuickFile
QuickFile is a flexible, easy to use flat file database. Files can be larger than available ram, but as much of the file as possible is kept in ram for fast access. Features include: multiple indexes that are automatically maintained; character, date, integer and floating point data types; up to 250 characters per field and 250 fields per record; form and list style displays and reports; unlimited number of views for each file; fast sorting with multiple sort keys; improved search function; fields can be added, changed, or deleted at any time; flexible ascii export/import; flexible multi-column label printing. Runs on WB1.3 or later and should be OK with 512K ram. V2.02, an update to V1.3.3 on Disk 919. Shareware, binary only. By Alan Wigginton

RCON
A replacement for the CON:-Handler of Amiga-OS 2.x 3.x. Has many new features including scrolling back text which has disappeared, enhanced copy & paste support, window iconification, output logging, print window contents, and much more. This is a demo distribution of a shareware product. V1.4, an update to V1.0 on disk 930. Binary only. By Gerhard Radatz

CONTENTS OF DISK 973

TextPlus
A TeX frontend word processor. TPP provides facilities for tables, lists, mailmerge, footnotes, inclusion of iff-graphics, an ARexx-Port (122 commands), printing via the printer.device (no TeX needed for this), and full OS2.xx/3.xx compatibility. Makes use of PasTeX, Georg Hessmann's Amiga implementation of TeX, or AmigaTeX of Radical Eye Software, which is supported from now on. New features: user definable menus, keymap, and macros; completely localized (available languages: english, deutsch); clipboard support; AppWindow, Applcon; 11 new ARexx commands. V5.01 an update to V4.10 on disk 845/846. Shareware, binary only. By Martin Steppler

CONTENTS OF DISK 974

DDLI
The Duniho and Duniho Life Pattern Indicator (DDLI) is a program that asks you questions in order to determine your Life Pattern. The Life Patterns correspond to the sixteen psychological types measured by the Myers-Briggs Type Indicator (MBTI), and they are represented by the same abbreviations. By using knowledge that Terence Duniho has added to the study of Type, this program also checks itself by asking supplementary questions about other preferences that correlate with a person's type. By Fergus Duniho

KingCON
A console-handler that optionally replaces the standard 'CON:' and 'RAW:' devices. It is 100% compatible, but adds some VERY useful features, such as: Filename- completion (TAB-expansion); A review-buffer; Intuition menus; Jump scroll (FAAST output!). Cursor-positioning using the mouse; MC68020-optimized version; And more... V1.1, requires OS2.x, binary only. By David Larsson

MathPlot
A function plotter with lin/log plot, a complete KS 2.0 interface, and ARexx support. Needs KS/WB 2.0 and mtool.library (included). V2.20, an update to V2.07 on disk number 916. This is a Demo version with some options disabled, requires a key file for full functionality. Shareware, source available from author. By Rdiger Dreier

CONTENTS OF DISK 975

CLIExchange
A 1692 byte CLI replacement for the standard CBM Exchange utility. The only difference is that Exchange has a graphical user interface while CLIExchange has been designed to be called from CLI so it can be used within scripts, menus, docks or hotkeys. You need at least 2.04 system release. C source included. By Gal Marziou

DieserZug
A nicely done WB "Worms" type game, where the object is to gobble up pieces making yourself longer and longer, while avoiding running into the walls or your "tail". Features 3 different speeds, high score list, pause and help keys. V1.2a, binary only. By Juha Vehvilinen

ITF
Amiga port of ITF4.01. ITF stands for "Infocom Task Force". There have been several ports of Infocom interpreters to the Amiga, but none of this program. The interpreter supports v1, v2, v3 (Zork I to Stationfall), v4 (Trinity, Bureaucracy, etc.) and v5 (Sherlock, Beyond Zork etc.) games. This is more than any other freely distributable interpreter. With this interpreter you can play ALL the games in the LTOI2 package for the IBM PC, by copying the datafiles with Cross-DOS or similar, then just running this interpreter. Requires OS 2.0+. Binary only. By InfoTaskForce, amiga port by David Kinder

PCal
Creates a very nice looking postscript calendar. By default, PCal simply prints an empty calendar. Its real power is in its ability to place "events" in appropriate days on the calendar, thus allowing the user to create personalized calendars. This is achieved through the use of a "calendar.dat" file that has extraordinary flexibility. By Patrick Wood, Joe Brownlee, Andy Fyfe, et al.

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Replex
REPlace EXecutable. This handy patch substitutes program names that are about to be executed, e.g. if an icon default tool specifies ":c/MuchMore" and you prefer to use "c:TextRead", you can have it defined as such. You won't have to change the icon. This version also has a "catch" option to automatically ask for a substitute if a tool wasn't found. Replex has a font sensitive intuition interface, a snapshot option and an unlimited number of definitions, but requires AmigaDOS v2.04 or later. V2.0, an update to V1.0 on disk number 791. Binary only, shareware. By ASWare, by Ekke Verheul

UChess
A powerful version of the program GnuChess V4 for the Amiga. Plays a very strong game of chess. Code has been rewritten and data structures reorganized for optimal efficiency on 32 bit 68020 and better Amiga systems. Fully multitasking, automatically detects and supports 640X480X256 color AGA mode machines, and does not at any time BUSY wait. Requires a 68020/030/040 based Amiga computer system with AmigaOS 2.04 or later and 4 Meg of ram minimum. Special "L" version optimized for 68040 and requires 10 Meg of ram minimum. Supports a variety of standard features such as load, save, edit board, autoplay, swap sides, force move, undo, time limits, hints, show thinking, and a supervisor mode that will allow two humans to play with the computer acting as a "supervisor". V2.78, includes source. This version supports third party graphics cards. This is part 1 of 2 part distribution. Part 1 contains the executables and documentation, part 2 contains the source and can be found on disk 977. By FSF, Amiga Port by Roger Uzun

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Forth
An update to the MVP-Forth directory on AmigaLibDisk #9. Provided is an improved, faster screen editor which uses the keyboard cursor keys, backspace and delete keys and function keys which allow fast moving thru the screens, pasting from PAD and the printing of screen, triad or PAD to the printer port: F1 is the OOPs key. Control Keys give fast editing. The control keys and Function keys can be reprogrammed by the user if desired. Runs on Amiga 1000 and 3000. Probably on Amiga 500 and 2000 (Untested). By Fantasia Systems, Inc. Updated by John Bos

KingCON
A console-handler that optionally replaces the standard 'CON:' and 'RAW:' devices. It is 100% compatible, but adds some VERY useful features, such as: Filename- completion (TAB-expansion); A review-buffer; Intuition menus; Jump scroll (FAAST output!). Cursor-positioning using the mouse; MC68020-optimized version; And more... V1.1, requires OS2.x, binary only. By David Larsson

LibraryGuide
An AmigaGuide file that lists about 210 different PD, Shareware and Commercial "libraries" often found in the LIBS: directory and a simple description of their purpose, version info, where to get them, etc. May help you determine whether or not you actually "need" some of these spaceconsuming things. V1.1, an update to V1.0 on disk number 942. By Dan Elgaard

UChess
A powerful version of the program GnuChess V4 for the Amiga. Plays a very strong game of chess. Code has been rewritten and data structures reorganized for optimal efficiency on 32 bit 68020 and better Amiga systems. Fully multitasking, automatically detects and supports 640X480X256 color AGA mode machines, and does not at any time BUSY wait. Requires a 68020/030/040 based Amiga computer system with AmigaOS 2.04 or later and 4 Meg of ram minimum. Special "L" version optimized for 68040 and requires 10 Meg of ram minimum. Supports a variety of standard features such as load, save, edit board, autoplay, swap sides, force move, undo, time limits, hints, show thinking, and a supervisor mode that will allow two humans to play with the computer acting as a "supervisor". V2.78, includes source. This version supports third party graphics cards. This is part 2 of a 2 part distribution. Part 1 contains the executables and documentation, and can be found on disk 976. By FSF, Amiga Port by Roger Uzun

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MakeCat
Makes creating locale catalog files easy. It makes catalog files from ASCII files that contain the strings and ID numbers that should be included in the catalog. Reverse operation is also possible with UnMakeCat, so that existing catalogs can easily be translated or changed. Includes example of how to use locale.library to read catalogs. V38.02, requires AmigaDOS2.1 or later. Binary only, freeware. By Camiel Rouweler

Man
A simple MAN command, known from UNIX systems. The advantage is, that it recognizes .guide files to be AmigaGuide documents. MAN then uses a different viewer in order to display the AmigaGuide document. Furthermore MAN recognizes TeX-DVI files as well, using a different viewer to display them. You may configure MAN . using environment variables. V1.11a, public domain, includes source. By Kai Iske

MiserPrint
A print utility that puts up to 8 normal pages of text on one sheet of paper. You are able to save paper and time. MiserPrint uses the small built-in fonts (Courier and Letter Gothic) of the HP-Deskjet printers. V1.11, an update to V1.0 on disk number 928. Requires KS 2.04 or higher, binary only, giftware. By Heinz-Guenter Boettger

MouseClock
A hardware/software project of a low cost, very small external battery backed up clock calendar for all Amigas (especially for A1200, A500, A600). It is connected to the mouse port #2. V1.22, shareware, includes source. By Adriano De Minicis

NewEdit
A commodity, that patches all string gadgets of the system (better: it installs a global edithook for the string gadgets). Beside some new edit functions, NewEdit supports copy and paste of text between the clipboard and string gadgets. V1.8, includes source. By Uwe Roehm, based on work by Oliver Wagner

RachelValley
A 256 colour and 16 colour IFF picture of "Rachel Raccoon" resting after a hike. These pictures are suitable as WB backdrops with the right software. By Les Dietz

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KeysPlease
Displays a nice rendition of the Amiga keyboard and allows you to either click on a key-gadget or press a key to find that key's raw-code or ascii value. Codes are displayed in both decimal and hexidecimal. V1.3, binary only. By Brian Koetting

MouseAideDEMO
A DEMO version of a "Mouse" utility which has all the standard functions: Acceleration with threshold, window and screen cycling by mouse and keyboard, mouse and screen blanking, mouse and Auto-Activation, user "hot key" command, Keyboard "String" macros, etc. But also has many functions other "Mouse" programs do NOT, such as: Shell-Cycling, Key Clicking, Mouse Port switching KeyClosing, Multi-Icon-Select with Mouse, Middle Mouse Button Windowing, EZ-Date generation, WB to the front function, Ez-Dragging and Sizing, Key zipping, Freezing Mouse and Keyboard of all input, etc. Now features an easy to use Pop-Up 2.xx style intuition interface (that functions in 1.3) and the ability to function correctly in all the new screen modes! Written in assembly for efficiency in size and CPU usage. Version v9.81a, an update to version v9.69a on disk 892. Binary only. By Thomas J. Czarnecki

QMouse
An unusually small and feature-packed "mouse utility". Was inspired by, but not derived from, the original QMouse by Lyman Epp. Features include automatic window activation (like WindX), top-line blanking for A3000/A2320 users, system friendly mouse blanking, mouse acceleration and/or threshold, "Pop-CLI", click- to-front/back, "Sun-Mouse", "NoClick", "WildStar", Northgate key remapping, and more. Requires KS 2.0, but is not a commodity. Only 3K. V2.90, an update to V2.30 on disk 802. Public domain, assembly source included. By Dan Babcock

SnoopLibs
A clever tool for developers and others with a more- thanusual interest in the functioning of tasks, to patch and monitor any library-function-call from a certain task. The output-formats can be changed and the results can be printed to a window, a file or printer. Only for KS v37(+). Includes six ".sl" files (library data) and a tool (fd2sl + source) to add more. Comes with an AmigaGuide manual. Version 0.9, first public release. By ASWare, by Ekke Verheul & Dirk Reisig

StartWindow
Configurable WB "launch-program" type utility. Opens a zipwindow that when activated, presents the user with a listwindow of preconfigured commands. Ideal for those commands used infrequently enough that you don't want a dock-icon cluttering up your WB for. Includes source for both English and German versions. By Heinz Reinert

SuperDuper
An exciting, high-speed disk copier and formatter. Typical timings are 99s for a disk-to-disk verified copy, or 38s for a four disk non-verified format. Also available are buffering in RAM, on a hard disk image file or on any sectorbased Amiga device, like RAD:, VDO:, FMS:, etc. Real-time compression using the Xpk standard allows to copy in one pass most disks on 1M Amigas, especially in conjunction with a special utility which "hides" external drives to the system (but not to SuperDuper). Bells and whistles include high density floppy support, voice, automatic date increment, a list of the disks copied, and automatic start of operations based on disk insertion/ejection sensing. Works on any Amiga under 2.0 and beyond. The changes from V3.0 are mainly bug fixes and some new features, namely optional simple refresh windows, the new NoStartup switch, automatic source disk reads, and better window management. V3.1, an update to V3.0 on disk number 903. Binary only, freeware. By Sebastiano Vigna

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APipe
The 'APipe-Handler' allows you to add the 'APIPE:' DOS device to your system. This device acts as a pipe between two programs, but in a different manner than the standard 'PIPE:' device does. This handler interprets the text after the 'APIPE:' prefix as a command line to execute, and the process/command which opens the file indicated by the mention of 'APIPE:' can now read the standard output or write the standard input of the program indicated by the command line

depending on whether the 'APIPE:' file was opened for reading or writing, respectively. Thus, the opening an 'APIPE:' file is analogous to the UNIX 'popen()' call, but it is more widely available to the user. Complete source is included and can be used as an example of a handler. V37.5, an update to V37.4 on disk number 783. By Per Bojsen

HWGRCS
A 3 part distribution of an RCS 5.6.0.1 port to the Amiga, currently at patch level 8. Part 1 contains the binaries and documentation in AmigaGuide and "man" format, part 2 contains the source code to RCS, and part 3 contains the source code and binaries for patch and diffutils. The Revision Control System (RCS) manages multiple revisions of text files. RCS automates the storing, retrieval, logging, identification, and merging of revisions. RCS is useful for text that is revised frequently, for example: programs, documentation, graphics, papers, form letters, etc. Included are RCS 5.6, GNU diffutils 2.6 and an LP utility to support paged diff outputs. Part 1 on disk 980, part 2 is on disk 981, and part 3 is on disk 982. By Walter Tichy, Paul Eggert, Heinz Wrobel

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BootUte
A utility to enable more older software work on the Amiga 1200 and 4000 series, it is also useful for users with accelerators. Requires KS 2 or above. Binary only. By Paul Toyne

CloudsAGA
This program creates random clouds which you might use in your paint program, as a texture in a ray tracing program or as a background for your WB. Uses all AGA resolutions. Now requires WB 2.0 or higher. V1.05, a complete rewrite in OBERON-2. Removed more Enforcer hits. Public domain, includes source in OBERON-2. By Daniel Amor

ConPaste
ConPaste is a 2.0 commodity that allows you to paste clipped text into anything. Paste into string gadgets. Paste into any text application. In this new version, ConPaste drops its priority by 1 when pasting text to allow sufficient processor time for the receiving task or window to process the text. When you press a user- defined key or key combination, ConPaste will take any FTXT found in clipboard unit 0, convert the text back into input events, and send the input events into the input stream. The output will go to the active window or string gadget. V37.25, an update to the version distributed with ClipWindow by Jim Harvey, on disk 935. By Carolyn Scheppner

HuntWindows
Starting with 2.0 you can make screens bigger than the visual size of your monitor. On a double-size WB, catching windows like requesters etc. can be quite annoying at times. This little utility hangs itself on the VBI (Vertical Blank Interrupt) to find out which window is being activated and moves the screen to show the window in full view. V3.3, an update to V1.4 on disk number 774. Includes source in assembler. By Jrg Bublath

HWGRCS
A 3 part distribution of an RCS 5.6.0.1 port to the Amiga, currently at patch level 8. Part 1 contains the binaries and documentation in AmigaGuide and "man" format, part 2 contains the source code to RCS, and part 3 contains the source code and binaries for patch and diffutils. The Revision Control System (RCS) manages multiple revisions of text files. RCS automates the storing, retrieval, logging, identification, and merging of revisions. RCS is useful for text that is revised frequently, for example: programs, documentation, graphics, papers, form letters, etc. Included are RCS 5.6, GNU diffutils 2.6 and an LP utility to support paged diff outputs. Part 1 on disk 980, part 2 is on disk 981, and part 3 is on disk 982. By Walter Tichy, Paul Eggert, Heinz Wrobel

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Bin2Hunk
Convert any binary file to an AmigaDOS hunk (or object file) that can be linked with your linker into your program. This is most useful when you wish some form of data to be a part of your executable. This data can be sound samples, images, text, or whatever. Sports a ReadArgs() CLI interface, as well as a GadTools Intuition interface. Memory type options include ANY, CHIP, and FAST. Allows naming of your hunks. An optional data item containing the size of your data can also be specified. V2.2, binary only. By Brian Koetting

HWGRCS
A 3 part distribution of an RCS 5.6.0.1 port to the Amiga, currently at patch level 8. Part 1 contains the binaries and documentation in AmigaGuide and "man" format, part 2 contains the source code to RCS, and part 3 contains the source code and binaries for patch and diffutils. The Revision Control System (RCS) manages multiple revisions of text files. RCS automates the storing, retrieval, logging, identification, and merging of revisions. RCS is useful for text that is revised frequently, for example: programs, documentation, graphics, papers, form letters, etc. Included are RCS 5.6, GNU diffutils 2.6 and an LP utility to support paged diff outputs. Part 1 on disk 980, part 2 is on disk 981, and part 3 is on disk 982. By Walter Tichy, Paul Eggert, Heinz Wrobel

JoyRide
A commodity that provides an intuition frontend for joystick events. This has some nice advantages for both users and programmers. Basic features are a simple joystick interface, application shareable joystick events, and joystick events now pass through the input.device stream. V1.0, includes source to example test program. By Brian Koetting

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CapsLockExt
A Commodity that extends the effect of the CapsLock key to every key on the keyboard, and allows the Shift key to temporarily cancel the CapsLock key. This causes CapsLock to act like a SHIFT-lock key on a typewriter. Requires OS 2.04 or higher. V1.0, includes source in assembly. By Douglas Nelson

FastJPEG
FastJPEG is a fast JPEG picture viewer. Besides being fast, it has many other advantages. An important goal was to not trade quality for speed. In fact, FastJPEG is both fast and has an excellent quality. Most other JPEG viewers either produce ugly pictures, or need ages to perform the conversion to HAM mode. V1.10, binary only. By Christoph Feck

Harridan
A "Reminder" type program for your startup-sequence. Each time you boot, Harridan will check your event list, if an event is 'due', Harridan opens a window to remind you. If nothing is 'due', you're not bothered. Designed under Amiga DOS 2.04 and takes advantage of all its easy to use features. V1.0, binary only. By Andy Maxey

TitleClock
A little commodity (about 4k) that throws up a clock in the top right corner of a screen's titlebar. It may be set up to display itself on one or more screens without running multiple copies of the program. It may also be set to follow your default public screen and also to always display on the frontmost screen. V3.3, an update to V2.7 on disk number 949. Freeware, includes source. By Anders Hammarquist

Viewtek
A feature packed Picture/Animation Viewer. Shows most ILBM's (including 24-bit ILBM's), most Compuserve GIF format images, most JFIF format JPEG images and most ANIM Op-5 format animations, with support for different palettes for each frame. Supports SHAM, CTBL, and PCHG images, full support of ECS/AGA display modes (ie. show 256 color GIF's directly, show 800x600 HAM animations, etc.). Supports viewing contents of clipboard. Iconifies to a WB AppIcon. Includes versions for DCTV, EGS, IV-24, Retina, Firecracker, OpalVision, and Picasso. Requires AmigaDOS 2.04 or later. V2.1, an update to V1.05 on disk 903, binary only. By Thomas Krehbiel

Yass
Yet Another Screen Selector, a commodity with several nice features such as: Completely controllable via keyboard (of course you can use your mouse, if you really want to); Shows Screens and Windows (option); Shows PublicScreenname or ScreenTitle (option); Ability to change the default Public screen; Opens window even on non-public screens (option). Font-sensitive; Resizeable window. V2.0, an update to V1.1 on disk number 946. Binary only. By Albert Schweizer

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AGIndex
Creates an index for AmigaGuide documents. Indicies are sorted alphabetically and can be accessed (in AmigaGuide) by pressing the 'Index' button. Index entries can be extracted from the source document using two different selecting methods: by reference or by declaration. V1.04, OS2.0 and higher, binary only, freeware By Camiel Rouweler

ForceIcon
A utility mainly for users of CD-ROM drives. Since one can not snapshot the position of a volume's icon, nor replace it by a user-defined one, this utility was written. ForceIcon allows you to set the position of a disk's icon and/or replace it by a different image/icon which doesn't have to be a disk.info file. All types of ".info" files may be selected. GiftWare, V1.4, includes source. By Kai Iske

IconToClip
A link between the WB and the Shell. It adds an item to the Tools menu that, when selected, puts the name of any highlighted icon into the Clipboard, from which it can be pasted to the Shell or any other program that uses the Amiga Clipboard. Has an option for writing the full pathname. Can handle multiple icon selections, writing the names in row or column format. Can also be used as an AppWindow. Requires 2.04 or higher. V1.0, includes source in assembly. By Douglas Nelson

Imploder
The Imploder allows you to reduce the size of executable files while having them retain their full functionality. There are other "crunchers" or "packers" available for the Amiga, but none are as mindful of the complexities of your Amiga system as the Imploder. In addition to this, its algorithms are more efficient, both in terms of speed, and size reduction. V4.0, binary only. By Albert-Jan Brouwer, Peter Struijk, Erwin Zwart, Paul van der Valk

TWA
A commodity that remembers the last active window on any screen. If screens are shuffled, the window is automatically re-activated when that screen is brought to front. V1.4, an update to V1.2 on disk number 874. This version fixes a problem which made it impossible to autoscroll on a screen which is partially in the background. Binary only. By Matthias Scheler

WindowDaemon
Gives extended control to intuition windows and screens through HotKeys and Arexx. Features: Commodities Support; HotKey and Arexx support to manipulate the currently active window and screen. Standard window controls are available such as Zip, Close, Size, ToFront, ToBack, NextScreen, etc. Able to close the parent window of a drawer when opened on "WB" if CONTROL is held down. (Only available under KS V39 or higher); Specialized options to forcefully close windows and screens, and also to remove tasks that own the active window. V1.6, binary only. By David Swasbrook

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AGAIff
An IFF-to-RAW converter which can load all ILBM graphics supported by the AGA chipset. It is also able to save 24 Bit colors and sprites wider than 16 pixels. Some features make this program quite attractive: Coded as a Commodity; Coded completely in fast Assembler; Font-sensitive User Interface; 'MANY' different save formats; Powerful ARexxort, supporting all stuff from the GUI; Runs even from small Assembler Workdisks if you don't need ARexx, Hotkey and all Displaymodes; ... and more ! Manual in AmigaGuide format. V1.0, first release. Requires OS 3.0 or later. By Michael Krause

ILBMKiller
An IFF/AGA ILBM file viewer. Has optional delete facility that allows you to sift though large collections of pictures, keeping only the ones you want. V1.0, includes source in Blitz Basic. By David, Coralie Tucker

Lines
An OS friendly game, played with the mouse, where the goal is to draw as many lines as you can, obeying the rules. The basic rules are that only eight directions (horizontal, vertical, and diagonal) are allowed, a line is exactly five points long, and each new line can include at most one point that was used in a previous line. Includes both PAL and NTSC versions. V2.4, binary only. By Mika Kortelainen

NewIFF
Commodore IFF code modules and examples for OS 1.3 through 3.x. Code requires V39+ includes to compile, and under 1.3 requires the V37 iffparse.library to run. Examples include handling AA display, brush loading, 8SVX playing, clipboard FTXT reading/writing, etc. V39.11, includes source in C. By CBM, submitted by Carolyn Scheppner

NewTool
A program that will quickly replace the default tool in project icons. NewTool allows you to specify the default tool to use, use a file requester to pick the default tool, or it will automatically choose the proper tool depending on the file type using Whatis library. This version is a complete rewrite from v37.203 which appeared on disk 947, and is now more style guide compliant. Also included is NewToolPrefs v1.1 which is a GUI to quickly and easily edit your NewTools.prefs file. V2.6, binary only. By Michael J Barsoom

SmallPlayer
A small player for those really big modules. The file is less than 10k. Plays powerpacked Protracker modules. V1.0a, first public release. Binary only, public domain. Requires AmigaDOS 2.04 or above. By Hallvard Korsgaard

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FDPro2Demo
Demo of Jaeger Software Inc's WWII flight simulator for the Amiga. It has full support for analog joystick and rudder pedals and runs in Hi-res interlace or in DBL NTSC/PAL on AGA machines. By Bill Manders, Matt Shaw, Drew Dorman, Ted Jump

MeMon
An intuition-based utility that allows you to monitor or change specific memory addresses. User may select byte, word, or long word alignment. Displays in binary, hex, and signed or unsigned decimal. Also useful for displaying ascii codes of various character key mappings and/or as a hex/binary/decimal converter. V1.1, an update to V1.0 on disk number 769. Binary only. By David Ekholm

Phonedir
Personal Phonedirectory is a database for addresses and phone numbers. It can also dial the numbers automatically. Its window can be hidden, and shown again by selecting from the WB Tools menu. V2.0, an update to V1.0 on disk 944. Binary only, freeware. Requires AmigaDOS 2.04 or above. By Hallvard Korsgaard

WBrain
A thinking game for the WB. The player must reproduce a random pattern by filling in a grid in the correct order. The difficulty ranges from moderately easy to impossible. Uses very little CPU time and very little memory, so is ideal for playing while raytracing, etc. Requires OS2.0+, V2.1a, and update to V1.2 on disk number 916. Binary only, freeware. By Sean Russell

XFD
This software package allows you to decrunch nearly every crunched file known to the Amiga. It consists of the xfdmaster.library as the brain and a couple of programs that offer certain functions to the user. The xfdmaster library, successor of the decrunch.library, is a standard Amiga shared runtime library. It works with KS V33+ and offers applications the possibility to directly support crunched files of any kind. V1.00, binary only. By Georg Hrmann

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Calc
An RPN (Reverse Polish Notation) calculator with a 7- element stack window. Includes the standard arithmetic operators, plus swap, drop, power, root, natural log, exponential, sin, cos, tan, arcsin, arccos, arctan and hex/decimal display modes. V2.0, binary only. By Sean Russell

History
This is a 2.04/3.0/3.1 compatible version of the history command. It allows listing, saving, loading, and execution of the standard conhandler command line history. V37.5, binary only. By Andy Finkel

LhSFX
An oldie, but goodie, that somehow missed getting included in the AmigaLibDisks. LhSFX is a self- extracting archive creator. Update from the original program written by Mike Kennedy. Now uses a file requester. Has many bugs fixed. V1.5, freeware, includes source in assembler. By Ralf Thanner, Mike Kennedy

LoanCalc
A mortgage/loan calculation utility. Although similar programs exist, this one is unique in that it is designed to track 'Open' mortgages that allow any size payment to be made at any time, as well as providing a printed Amortization Table for Fixed mortgages with monthly, semi-monthly, bi-weekly and weekly payment re- schedules. V2.0, an update to V1.4 on disk number 492. Binary only, giftware. By Robert Bromley

MCalc
MUIProCalc is a MUI-based calculator much like Jimmy Yang's Calc 3.0. It still lacks the plotter, but it offers a quite flexible history facility for inserting previously entered expressions. Different output formats offered and plenty of functions the user may choose from. Furthermore the look of the calculator may be customized. It offers an ARexx Port, which may be used to let MUIProCalc calc from within an editor for example. MUIProCalc may return a TeX compatible output, which may be used within a mathematical TeX environment. Results or inputs may be copied to the Clipboard. This version fixes some bugs. Requires MUI (MagicUserInterface by Stefan Stuntz) GiftWare. V1.3, includes source. By Kai Iske

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DQua
A simple GUI-based utility that solves quadratic equations. V1.00, includes source in HighSpeed pascal. By Lee Kindness

MegaBall
Classic amiga action game! Comes with two graphics files, one that lets it run on older Amigas (even ones running WB 1.2!), and another that lets it take advantage of dazzling 24-bit AGA graphics if ya got 'em! Packed with a whole bunch of exciting new features, music and boards. Documentation in AmigaGuide format. V3.0, shareware, binary only. By Ed Mackey

MemClear
A tool for programmers which fills unused memory chunks with zeros or any other byte value. In addition to that, it is a pure replacement for 'Avail' and can flush unused system resources, such as libraries, devices, and fonts. The memory type to be filled can be selected (chipmem, fastmem, both). It also warns if a defective memory structure is recognized. V1.8, binary only, freeware. By Ralf Thanner

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AntiCicloVir
A link virus detector and exterminator. Also detects other types of viri. This version can detect: 126 Bootblock; 17 Link; 28 File; 7 Disk-Validator; 14 Trojans; and 8 Bombs; Automatically checks each inserted disk for boot block and disk-validator viruses. Can scan all files of a specified directory for known link viruses, and constantly monitors memory and system vectors. V2.1, an update to V2.0 on disk number 865. Binary only, freeware. By Matthias Gutt

FlipIt
A commodity that lets you install hotkeys for flipping through screens. FlipIt lets you specify a hotkey to push the frontmost screen to the back, and a hotkey to bring the rearmost screen to the front. This is useful when using programs that do not have depth gadgets on their screens. V1.0. WB 2.0+ required. Binary only. By Michael J Barsoom.

PicCon
PicCon is short for "Picture Converter". This is a utility made for programmers, which will convert IFF ILBMs plus any picture format you've got support for in your datatypes library to an appropriate image format. This is an essential stage mainly in the development of games, but is also useful in development of other software (like demos, applications, etc.). Not only whole pictures can be converted, but also parts of pictures can be cut out to be saved as e.g. sprites or small bitplanes. V2.01, binary only. By Morten Eriksen

VirusZII
Release II of this popular virus detector that now recognizes 279 boot and 145 file viruses. The filechecker can also decrunch files for testing. The memory checker removes all known viruses from memory without 'Guru Meditation' and checks memory for viruses regularly. VirusZ has easy to use intuitionized menus including keycuts for both beginners and experienced users. Release II versions of VirusZ require OS2.0+. This is Release II V1.03, an upgrade to Release II V1.0 on disk number 948. Binary only, shareware. By Georg Hrmann

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BootWriter
A bootblock installer with many features. You can install either an official bootblock, an inbuilt one with the possibility to enter some text, or any other bootblock of your choice. Bootblocks can be saved and loaded as either normal or powerpacked files. Bootblock files and disks' bootblocks are checked for viruses using the recognition code of VirusZ, and, if available, the bootblock.library and brainfile (BBBF). There are about 550 different bootblocks recognized. All filing systems are supported. This package also contains the assembler includes for the Bootblock.library which were missing on AmigaLibDisk919. V1.2, binary only, freeware. By Ralf Thanner

SCSIUtil
CLI utility to issue commands to a SCSI disk using a specific SCSI id number. Commands include inquiry, seek, start/stop motor, read sector(s), play audio CD sectors, insert, eject, read capacity, etc. V2.02, an update to V1.815 on disk 889. Includes source in C. By Gary Duncan

Stocks
Demo version of a stocks analysis program. Provides powerful technical analysis using numerous studies including Candlesticks, traditional bar charts, 3 moving averages, MACD, Stochastics, Gann, TrendLines,%R, Average Volume and more. It generates buy/sell signals based on customizable trading rules and graphs daily, weekly, and monthly charts using a simple ASCII data file format compatable with CompuServe historical data. Displays on WB or Custom Public Screen. Includes on-line AmigaGuide help text. V3.04a, an update to V3.02a on disk 964. Binary only. By James Philippou, Bug-Free Development

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ASwarmII
A "high security" Screenblanker commodity (will not burn-in the phosphor even when the

CPU is really busy). Based loosely upon Jeff Buterworth's "xswarm" for X11 Windowing System, it shows from 1-10 "wasps" being chased by 1-500 "bees". Screen will blank entirely under periods of high CPU usage. Requires Amiga OS 2.04 and MUI 1.4 or later. V2.0, an update to V1.3 on disk 798. Includes source. By Markus Illenseer, Matthias Scheler

CopColEd
An editor for colors that can be displayed using the Amiga's COPPER. This program was made for PROGRAMMERS. V1.2, binary only. By Ludwig Huber

Iconian
An icon editor that supports OS 3.x functions, AGA display modes such as palette sharing, and 256 colors. Iconian should do everything IconEdit can, and more. IFF brushes are remapped to the current WB screen colors, using the new palette sharing functions under KS 3.x. All common drawing tools are present, including bevel boxes. Several resizable windows are used. V1.90, shareware, binary only. By Chad Randall

MMBCommodity
THE ultimate utility for the 3-buttonmouse-owner. Near free definition for the midbutton, more qualifiers in conjunction with the right button etc. Requires OS 2.0. V1.0, giftware, binary only. By Roland Janus

PrtSc
Have you ever noticed that there is a PrtSc key on the numeric keypad? This program makes it work! By pressing the PrtSc key on your keypad, you get a screen dump to your printer. Now includes a GadTools interface for better looks and the ability to dump the screen to a file instead of the printer if desired. V1.75, an update to V1.52 on disk number 945. Freeware, includes source in assembler. By Jan Hagqvist

SmartCache
A small (about 3K) 100% assembly language program that patches itself into the 'trackdisk.device' to provide a whole cylinder 'Caching' mechanism for all the floppy disk drives (including the new HD floppy drives) that you have connected to your Amiga. This program has been designed to boost the floppy performance by using your excess memory in a shared cache scheme. This program is a must for floppy based systems, that have the free memory! Tested under 1.3 through 2.1. V1.77a, binary only. By Thomas J. Czarnecki

CONTENTS OF DISK 992

Csh
Replacement for the Amiga shell, similar to UN*X csh. Main features include over 100 built in commands, 70 functions, new system variables, file name completion, freely programmable command line editing, file classes, auto cd, lazy cd, intuition menus for the shell window, automatic RX-ing, local variables, $( ), statement blocks, high speed, plus much more. V5.37, an update to V5.31 on disk 889. Includes source in C. By Andreas M. Kirchwitz, et. al.

CyberPager
Allows one to send alpha-numeric (i.e., full text) messages to a pager from an Amiga. This is accomplished by dialing into an IXO protocol compliant pager central and uploading messages. Features include Alias file for commonly paged people to be referred to by name rather than cryptic PIN numbers, "Groups" file allowing messages to be easily sent to many people working on the same project, in the same department, etc, supports multiple pager centrals through a services configuration file, full logging of messages spooled, dialout attempts, etc. Includes sample rexx scripts to generate automatic messages, page the current person on duty, etc. V1.4, an update to V1.2 on disk 907, and incorporates a couple bug fixes. It also provides support for services which require a real password at login time. This support will require you to update your services file. Includes source in C. By Christopher A. Wichura

KMI
Kochtopfs MagicWB Icons (KMI) are some new icons for MagicWB by Martin Huttenloher, includes some Directory Icons, some Prefs Icons, WBStartup Icons, and many Toolmanager Dock Icons. By Christian Scholz

Wbsm
Activates or deactivates programs that are run from the WBStartup drawer. When run from the user-startup script holding down the LEFTMOUSEBUTTON during boot up will popup the WB Startup Manager GUI. Since the user- startup script is executed before the programs in the WBStartup drawer are run, your selection will be valid in that very session. V1.2, binary only. By Herbie van Staveren

CONTENTS OF DISK 993

Fleuch
A little game with 29 extra large stages. The object is to pickup up your cargo and climb safely to the next stage, without being shot or running into anything, (including your cargo!). Scrolling, shooting, some gravitation, similar to Thrust (C64). V3.0, an update to V2.0 on disk number 932. Binary only. By Karsten Goetze, Andreas Spreen

IRMaster
Software/hardware project to control devices with an infrared remote control (tv set, cd player etc.) with an amiga. Using the IR-editor you can build a remote control, learn the IR commands, and launch projects with the IR-runner. That means you can control e.g. your tv set from the WB. V2.2, an update to V1.0 on disk 943. Binary only. By Jrgen Frank, Michael Watzl

MUIFFR
MUI Fido File Request is a GUI for selecting files from a filelist, which almost every Fidonet mailbox provides for download. The list of selected files is written to a .REQ-file in your outbound directory. The next time you call up your Fido Boss these files are automatically downloaded by your Fidonet communications software. V1.1, includes source in C. By Martin Steppler

CONTENTS OF DISK 994

AddPower
A utility that adds some miscellaneous useful features to the 2.0+ OS. Includes: file requesters in any program, stop drive clicking, fix menus and pen colors of pre-2.0 programs, wildcard * = #?, make screen borders black, open any window on front screen. All features are independently configurable. WB and AmigaDOS interfaces with online AmigaGuide documentation. V37.14, an update to V37.6 on disk number 939. Binary only. By Ian J. Einman

JukeBox
A program to play compact digitial audio discs by emulating a graphical user interface similar to common CD players. Supports various vendor's SCSI-CDROM- player, CDTV and A570. It provides a command line oriented, fully programmable ARexx user interface, as well. V1.2530, an update to V1.2522 on disk 819. Shareware, binary only. By Franz-Josef Reichert

TheGuru
The Guru is a program that helps you to understand the strange GURU message numbers like 8000000B. This is the first public release. V2.3, binary only. By E.Lensink

ToolType
A program to make it easier to edit tooltypes in icons. ToolType will read the tooltypes from an icon file and let you use your favorite text editor to change or add to the tooltypes. ToolType can be run from shell, from WB, or set up as an appicon. Includes an option to sort the tooltypes alphabetically. V37.210, an update to V37.206 on disk 934. Binary only, WB 2.0 or later required. By Michael J Barsoom

CONTENTS OF DISK 995

BrowserII
A "Programmer's WB". Allows you to easily and conveniently move, copy, rename, and delete files & directories using the mouse. Also provides a method to execute either WB or CLI programs by doubleclicking them or by selecting them from a ParM like Menu with lots of arguments. Uses whatis.library to detect file types and executes commands based on these. V2.41, an update to V2.13 on disk number 843. Binary only, shareware. By Sylvain Rougier, Pierre Carrette

ParM
Parametrable Menu. ParM allows you to build menus to run your favorite tools. ParM can run programs either in WB or CLI mode. ParM can have its own little window, can attach menus to the CLI window you are running it from, or to the WB menus. It has a builtin mouse accelerator, screen blanker, etc. Available languages: english, french, deutsch, italiano, norsk, svenska, dansk. V4.5, an update to V4.3 on disk number 843. Binary only. By Pierre Carrette, Sylvain Rougier

Whatis
Whatis.library can detect file types and is fully parametrable by an ascii file. You can describe file types and they will be recognized by the library. Includes a few tools (w/source) for the manipulation of filenames. V4.0, an update to V3.4 on disk number 843. Requires OS 2.0+. Binary only. By Sylvain Rougier, Pierre Carrette

XprKermit
An Amiga shared library which provides Kermit file transfer capability to any XPR-compatible communications program. Supports V2.0 of the XPR Protocol specification. In addition to fixing known bugs in XPR Kermit 1.111, it adds: sliding windows support, attribute packets, full update of download status (number of bytes transferred, time elapsed, time left) and many other features. V2.35, an update to V1.5 on disk number 330, includes source. By Stephen Walton, Frank da Cruz, Marco Papa

CONTENTS OF DISK 996

Aren
An extension of the DOS Rename command. Supports wildcards and allows you to change or remove part of a filename. V1.2, shareware, includes source in C. By Marc Mendez

ECopy
A utility to copy files from mass storage devices onto floppy disks, so that it takes the minimum number of disks. Files can be optionally moved. Uncopied files can have their names saved to a file and be used for copying at a later time. Great for picture and music collectors. V1.10, freeware, includes source. By Sam Yee

NewEXT
A CLI command which renames files, retaining the original name minus the extension and adding on the specified extension. Supports wildcards. V1.0, includes source in HighSpeed Pascal. By Lee Kindness

Startup-Menu
This utility produces a decisive menu (ie one choice then it quits) on start-up which is fully customisable and offers an unlimited amount of gadgets/choices. V1.00, includes High-Speed Pascal Source. Also includes a small script file utility call GetOption, with Pascal source. By Lee Kindness

TauIcons
Third release of these icons for MagicWB users. Includes several new and many updated icons to that of the first release. Also includes step by step documentation on how to install the icons retaining the tooltypes of the originals. V1.5. By Osma Ahvenlampi

CONTENTS OF DISK 997

MTool
MultiTool II is a directory utility resembling DMaster V1.4 (cosmetically only). It offers all basic functions (copy, delete,...), special features can be configured using external programs. LH-Archives can be double clicked like directories causing MTool to display the archive contents in the directory list. Now you can copy files into the archive (add), out of the archive (extract) or delete them. MTool supports different screenmodes, localization, fonts, it opens an appwindow and works as a commodity. Everything is set up with a very user friendly prefs editor. MTool needs OS2.0 (or higher). V2.0a, shareware, binary only. By Boris Jakubaschk

CONTENTS OF DISK 998

bBaseII
An easy to use, versatile, yet full featured database program that will run on any Amiga with WB1.3 or subsequent. Search or sort on any field, print mailing labels, delete or undelete records, mail merge, get reports in many formats, scramble files, flag records, and more. Fields are user-configurable, so bBase can be used to keep track of addresses, tape or video collections, recipe files, or anything else you can think of one program does it all! bBaseII is a greatly enhanced successor to bBaseII. V1.43, an update to V1.4 on disk 923. Shareware, binary only. By Robert Bromley

ScreenSelect
A commodity to change screen order by selecting a screen name from a listview. Also allows binding of hotkeys to any screen with a proper name. Supports automatic activation of windows (remembers last activations) when changing to new screen, is configurable with Preferences program, has a full intuition interface and is font sensitive (including proportional fonts). Documentation in AmigaGuide, ASCII and DVI formats. Requires AmigaOS 2.04 or later. V2.2 an update to V2.1 on disk 947. Freeware, binary only. By Markus Aalto

TeXPrt
A front-end for DVI printer drivers based on Stefan Stuntz's MUI. It is highly configurable and can be used with various DVI printer drivers. Configuration files for Georg Hessmann's DVIPrint (PasTeX), DVILJP (AmigaTeX) and DVILJ2P (Gustaf Neumann) are included. TeXPrt has an ARexx port and interprets 17 ARexx commands. TeXPrt opens an App-Window and supports an (optional) Applicon for selecting DVI files. Needs at least KS 2.04 and MUI. V3.0, an update to V2.0 on disk 892. Freeware, includes source in C. By Richard A. Bdi

Touch
A simple TOUCH command, known from UNIX systems. It will touch all files (including patterns) given on the command line. If a particular file (not including wildcards) does not exist, it will be created; just like under Unix. V1.3, public domain, includes source. By Kai Iske

CONTENTS OF DISK 999

ADAM
A calculation program that is able to handle numbers with up to some thousand digits before and after the decimal point. Version number 3. The (German) source code in assembly language is included. By Michael Lorek

ASplit
Splits binary/text files into smaller units, to be transfered to removable storage units. It looks like 'split' under Unix., but this version allows you to specify the size in bytes (instead of lines). V2.0, shareware. Includes Source in ANSI C, so it can be compiled on any machine. By Marc Mendez

DBB
Digital Breadboard is a full GUI digital circuit simulator. Digital Breadboard currently supports 2 and 3 input AND, OR, NAND, and NOR gates, NOT and XOR gates, D, JK, and SR edge-triggered flip-flops, multiple independant clocks, switched and pulsed inputs, outputs, Vcc, GND, independant 4-channel trace scope, event counters, variable speed timer, preferences printing, and more. Includes combinational logic design utilities. V1.1.9, an update to V1.1.5 on disk 844. By Dan Griffin

HQMM
Hero Quest MapMaker. With HQMM, you can create your own missions for Hero Quest, the board game. You can place all objects that are in the Hero Quest set (doors, traps, furniture, monsters etc.) on the map and you can write your own story to go with it. All this will be printed out in the same style as the original Hero Quest missions. V1.14, an update to V1.11 on disk number 959. Requires OS2.0+, binary only, freeware. By Camiel Rouweler

QuadraComp
A music tracker which uses the internal Amiga sound capabilities. Features: Uses standard intuition windows; Handles the Protracker and Extended Module (EMOD) formats; Built-in synth in the sample editor; More and longer samples can be used than in normal trackers; Amusing realtime sample displays. V2.03, an update to V2.0 on disk number 930. Binary only, shareware. Package also includes QuadraPlayer, a relatively small, freeware module player, that handles both Protracker modules and Extended Modules (EMOD's). The music is shown visually in the Monoscope, VU-Meters and SpectraScope. V1.0, binary only. By Bo Lincoln & Calle Englund

CONTENTS OF DISK 1000 = BTNtape
The "Better Than Nothing" SCSI tape device handler. It provides flat-file access to a SCSI tape drive from application programs using simple calls to DOS or C library I/O functions. It can also be used with the Amiga TAR utility for disk backups. It uses your existing SCSI adapter's device driver for access to the bus. V3.0, an update to V2.1 on disk 558. It fixes a number of bugs and includes several new features including file number tracking and append-only and read-only safety modes. Includes C source and extensive documentation. By Robert Rethemeyer

Enforcer
A tool to monitor illegal memory access for 68020/68851, 68030, and 68040 CPUs. This is a completely new Enforcer from the original idea by Bryce Nesbitt. It contains many new and wonderful features and options and no longer contains any exceptions for specific software. Enforcer can now also be used with CPU or SetCPU FASTROM or most any other MMU-KS- Mapping tool. Major new output options such as local output, stdout, and parallel port. Highly optimized to be as fast as possible. V37.60, an update to V37.55 on disk 950. Binary only. By Michael Sinz

FishRachel
This picture is a hand drawn cartoon picture of Rachel the Raccoon "Just Fishin'" to commemorate the 1000th disk in the Freely Redistributable Amiga Library. It is an NTSC Hires-Interlace (704x480) IFF picture, and is provided in 8-color, 16-color, and 128-color versions for use on all Amigas. By Les Dietz

PolyFit
A program to fit straight lines, polynomes and exponentional curves to sets of points. Can fit to polynomes of degree of 16 and lower. Calculated coefficients can be printed and saved. A graph of the points and curve can be shown (in any screen resolution), printed and saved as an IFF file. Supports localization. V1.21, OS2.0 and higher, freeware, binary only. By Camiel Rouweler ❑

Disks $4 each
Minimum 2 disks

Fish Disk Order Form

Please rush me the following disks: (insert numbers)

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_____

Price includes postage

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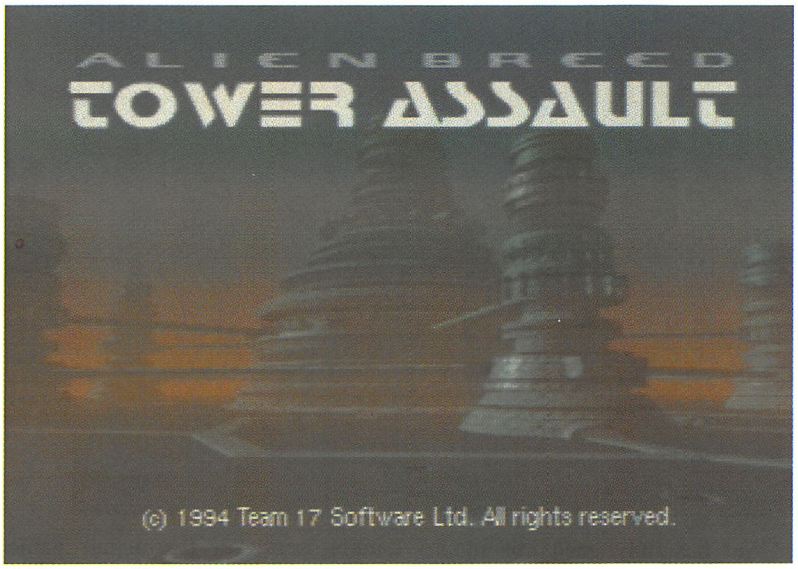
Contact Phone:_____
Credit Card: Bankcard ❑ Mastercard ❑
Visa ❑
Card Number: ❑❑❑❑ ❑❑❑❑ ❑❑❑❑ ❑❑❑❑
Exp Date:_____ Signature:_____
Enclosed: Cheque Money Order C.O.D

Send to: Storm Front Studios
PO BOX 288 Gladesville 2111 NSW
Phone: (02) 879 7455 Fax: (02) 879 4236



The Alien Breed games have become something of a saga. Shamelessly based on the Ridley Scott movies but not having much of a plot of their own, they're top down two player blast-ups in which you do your best to endanger a species which, one can safely say, even David Attenborough wouldn't love.

There was the original Alien Breed, then the Special Edition with levels that made the original one look like a one-on-one with Barney the Dinosaur, and now there's Alien Breed: Tower Assault, which adds a lot more.

It's still the same game, essentially, but it's much more nicely done. On top of the old white knuckle maze blasting (toast Big Important Thing, get to the exit lift before the place blows up), there's also considerably more strategy, as the game now encompasses many interconnected areas, whose difficulty varies, as the promo says, from hard to very hard.

You start in the hinterland outside the alien-infested complex of towers, contending with berserk security laser cannon, irritating lizards and loads of land mines. You can then make your way into various civilian and military areas; the aim is to blast your way into the hardest part of the hardest tower, settle the hash of the alien queen and return to the adulation of your peers. After that, they'd better adulate you. Or else.

There are lots of guns to buy, as before, but each gun has three power levels. You start with the level two machine gun, and you have to collect cash and use a computer terminal, as before, to buy the new guns. Me, I'd just shoot the terminal open and grab what I wanted, but that'd spoil the gameplay. There are the usual tools for sale, and body armour, too.

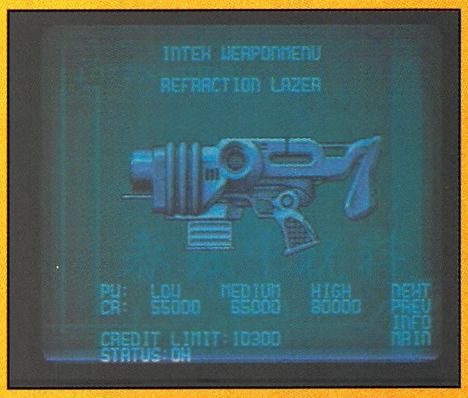
The controls are slightly different; there's a new Retreat Mode where you can face the opposite direction to the way you're walking and take down any creepy-crawlies that are coming up behind you. This mode's toggled by the second joystick button, or the keyboard, and it also activates if you move the stick appropriately while firing.

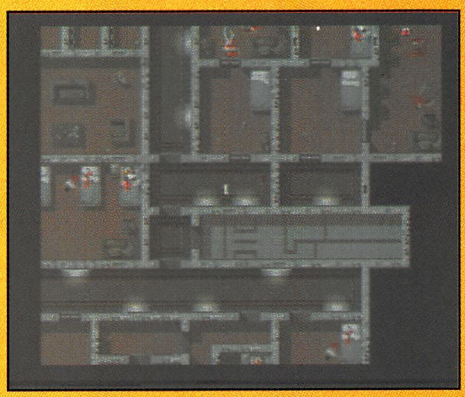
Tower Assault auto-detects AGA machines and soups up the graphics to match; they're good on ECS but excellent on AGA. There's also a CD32 version, which has the usual nifty rendered animations all through it, but I haven't sen it yet.

If you like tense top-down blast-ups, this is the game for you. Existing Alien Breed fans will be rapt.

❑

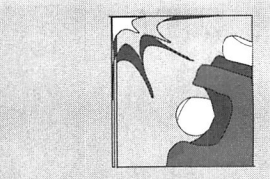
CDTV

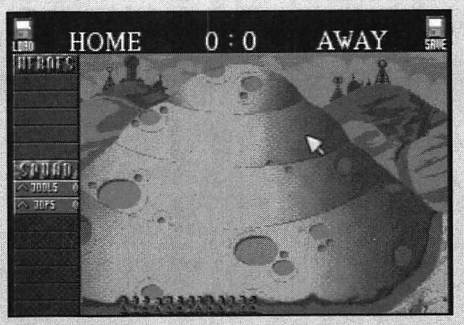


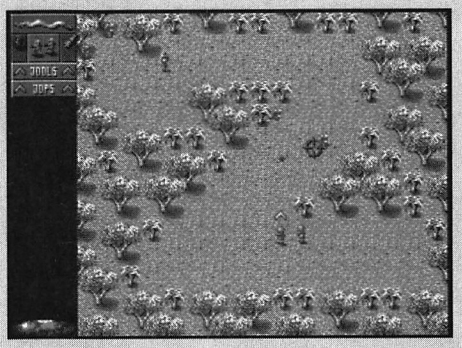


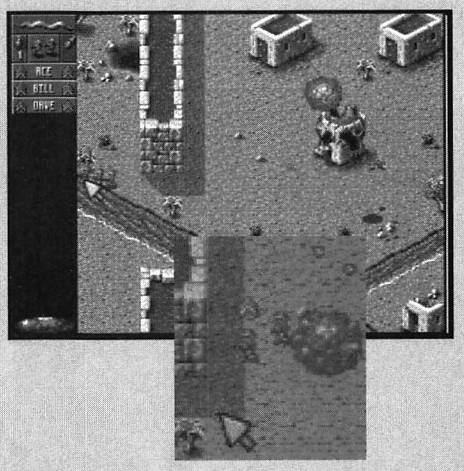
Alien Breed: Tower Assault

Available from: Amadeus Computers
Phone: (02) 652 2712
RRP: $69



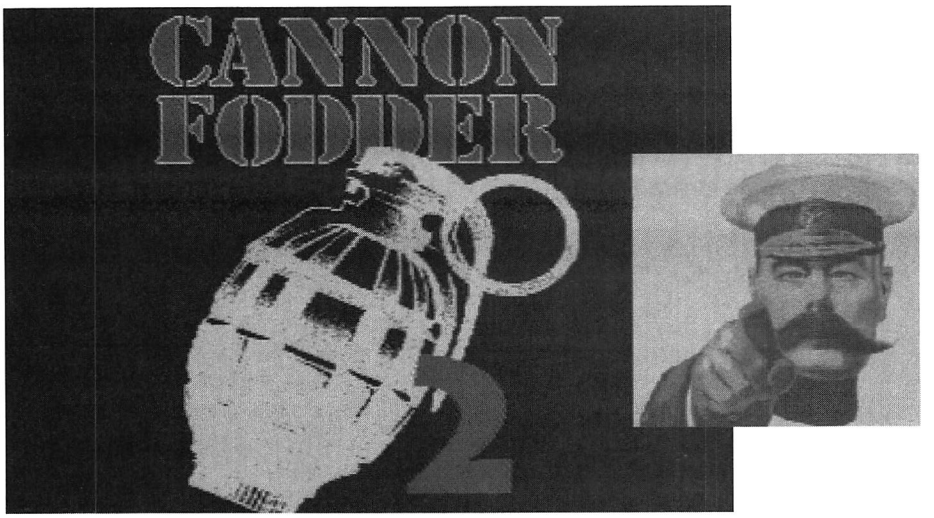






Cannon Fodder 2

Available from:
Amadeus Computers
Phone:
(02) 652 2712
R.R.P: $69



"War has only been this much fun once before" says the intro, and it's right. Cannon Fodder is back - did it ever leave? - and it's better than ever.

Update for the uninitiated. Cannon Fodder is a cross between Lemmings and Fire Power; you guide your weeny little soldiers around with the mouse and pump other weeny soldiers full of lead by lining up the cursor and pressing the right button.

You have grenades and bazooka rounds at your disposal - if you pick them up - and there's a variety of vehicles, buildings, lethal holes and similar frivolities.

Cannon Fodder 2 has an even sillier plot than the original - the dudes from Cannon Fodder 1 contracted themselves out as mercenaries, but before they could see action were abducted by time-travelling aliens, who are putting them through various historical scenarios to find out if they're good enough for the alien war machine. Yeah, whatever.

Like the last game, there are jeeps and helicopters, but there's a flavour with a gun and a flavour without. There are also tanks and gun turrets, and there are analogues for all the vehicles in the other times (Medieval, 30's Chicago, Middle East, Space Ship and Planet X).

Aside from the new levels and graphics - which, still being ECS, are only OK - there's nothing much more to the actual game mechanics.

The manual, as always, is excellent. Clear, concise and funny (the dull copyright bit that no-one ever reads is headlined as such...). No complaints there.

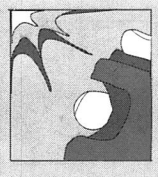
The Cannon Fodder interface is so simple that some reviewers have complained that it's like squashing ants with your finger - what kind of challenge is there in clicking the left mouse button to move, the right to shoot, and both to use a heavy weapon?

Personally, I don't have a problem with this - sure, it's no nine button find-the-secret-moves Mortal Kombat wannabee, but by the same token the simple interface means you can get straight down to figuring out what you have to do to beat that darn level.

Both Fodder games are an excellent blend of action and strategy; all the levels save the first few baby trainers require some thought to beat - you can't just tie on a headband, screw the explosive heads onto the arrows and go for broke.

The only annoying thing about CF2 is it's still not hard drive installable and doesn't even take advantage of extra RAM, so you still have to wait a lot while it loads. Aside from that, this is an excellent game. Recommended for fans of the last one.

Beau Jolly Pack



◗ For $79, this pack gives you Cannon Fodder (1, not 2), The Chaos Engine, The Settlers and T2: The Arcade Game. In other words, you get a great strategy blast up from Sensible Software, a tail-kicking almost strategyless superpretty annihilation-fest from the Bitmap Brothers, a magnificent god game from Blue Byte and a dubious movie tie-in from Acclaim.

This last is a conversion of the arcade blaster with the two guns anchored to the front of the console; aiming with the mouse instead of the gun takes some of the fun out of it. It's not a bad conversion, and it lets you play with two people, but it looks a bit pale compared with the other games in this pack.

Cannon Fodder is a classic. To get an idea of what it's like, read the review of Cannon Fodder 2 in this issue; the gameplay is practically identical (and I think the original theme song's better). Brilliant fun.

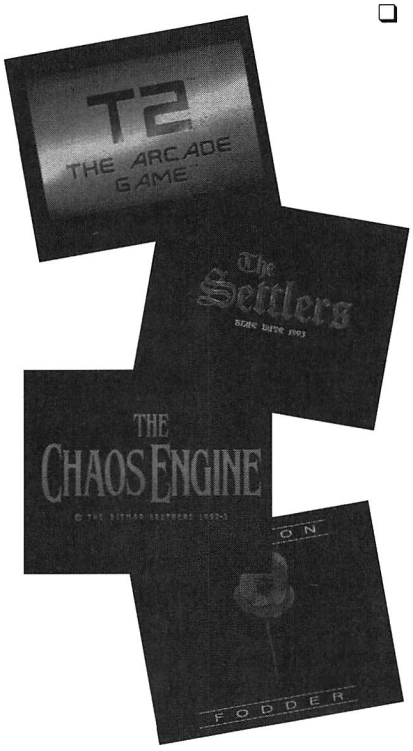
The Settlers is at the other end of the spectrum - almost completely non-violent, with high level strategy. It puts you in charge of a completely interlinked society, where everyone has to work together to allow you to conquer the world. Said conquest is achieved by building guard huts on the edge of your territory and kicking the tar out of enemy knights; the knights are the only ones that fight, and they don't even kill each other.

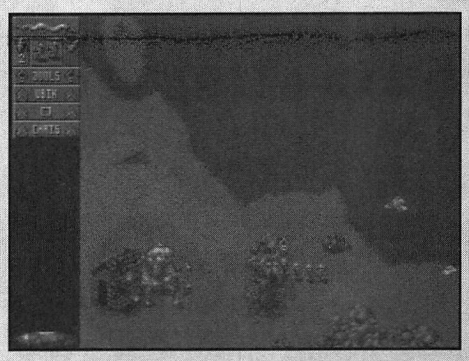
The Settlers lets you lay out all the plans for a society of fishers, farmers, woodcutters and forest planters, miners, bakers, woodworkers... it's definitely the most socioeconomically detailed god game out. Mesmerising, if you like god games, tedious, if you like mindless violence.

But have no fear. If kicking freckle is what you're after, The Chaos Engine is where to find it. From the workshops of the always spectacular Bitmap Brothers (Xenon, Xenon II, Speedball, Speedball II...) it features their distinctive rounded, gunmetal graphic style and underlying rock solid coding. You and a friend, or you and a computer controlled colleague, wander around various levels shooting the living daylights out of any number of beautifully drawn bad guys. You collect money and bonuses, you beef yourself up in between levels, you have six characters to choose from with different stats, and there are lots of secret areas and ingenious mazes.

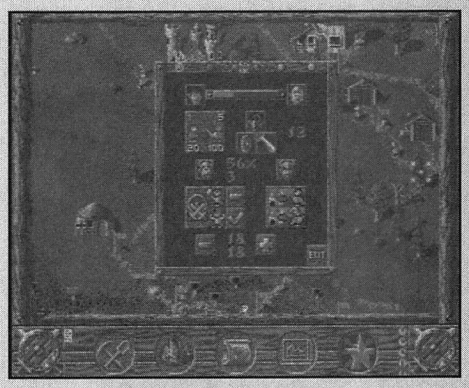
The Chaos Engine is about as good as an ECS blast-up can get (Stardust probably beats it); Cannon Fodder's one for when you've given up on beating three intelligent computer opponents in The Settlers, and if you feel like hanging your higher brain functions up at the door, T2 awaits. For $79, you can't go wrong.

❑

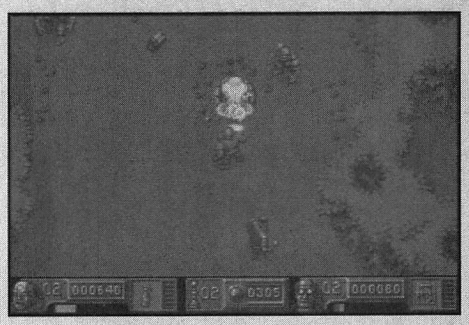




Cannon Fodder



The Settlers



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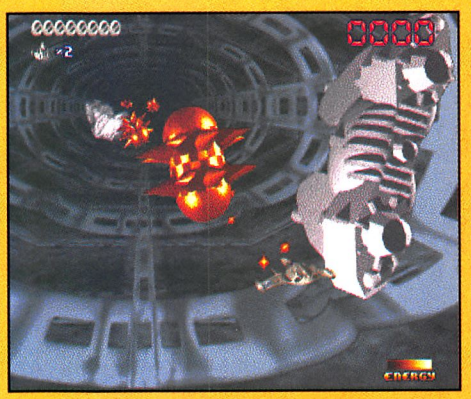


Super Stardust

Contact Amadeus on (02) 652 2712 for more information - CD32 version also available.

SUPER STARDUST

Some games are very playable, some are very pretty, but few games fitting one category also fit the other. Super Stardust clicks perfectly into both.

Super Stardust is the AGA sequel to the popular and impressive ECS game Stardust. Both games are based around the antediluvian Asteroids, and are in fact quite similar in content, but that's where the similarity to Asteroids ends.

SSD is a VERY pretty game; everything is ray traced 256 colour, and the graphic speed is excellent. While Stardust was a tiny bit ragged around the edges, SSD's interface is finely honed.

In SSD you are once again battling the evil minions of Dr Shaumund. Which are often disguised as rocks. Well, they had to write the asteroids into the plot somehow. SSD boasts much prettier rocks (thanks to 256 colours) and also some ultra-humungo rocks which the original Stardust didn't have. When you see one of these, you get out of the way!

Add to this weapons transports, near invisible predators, fire spillers, speeders, bombers, big spiky things, the Whopper (it's not a burger) and countless other greeblies and you already have a great game.

But I know you want MORE!

So how about stunningly pretty and deadly bosses, lots of guns, power-ups, secret missions and warp sequences that make your hair stand on end, with dual level concentric parallax scrolling, which looks even more impressive than it sounds!

It all adds up to a nail-biting action game, which (I am pleased so say) is also quite playable. The original Stardust was great, but a little too difficult to make it really appealing. SSD is subtly easier - at least for a while...

SSD also boasts better music and sound than the original, although the sampled speech is now an unruffled female voice as opposed to the original's robotic speech. Somehow the robot seemed more appropriate, but I'm being picky. Both sound great.

There are only a few bad points. SSD didn't run with my 1200's 68030 enabled, and you can't install it on a hard drive. Ergo, disk changes are the order of the day; very annoying on a single drive machine, and only slightly less so on others, because SSD comes on five disks. Swapping disks three times just to load a boss is not my idea of fun.

Furthermore, the authors still haven't realised that most computer users have a thing called a "keyboard" - codes and high scores still have to be painstakingly entered with the joystick. On the whole though, SSD is a great game; its one of the best AGA arcade games I've seen. Stardust was very good, Super Stardust is excellent.

❑

When oi were young - well, younger, anyway - and 40 cents was a lot to spend on a video game, the cutting edge of arcade shoot-em-up technology was 1942 and its more advanced descendant 1943. I get thoroughly addicted to 1943, and finished the blighter. I still like it.

Banshee gives you the atmosphere of 1943 on your CD32 - there are many graphical and gameplayal (it's my review, I'll use whatever words I like) similarities. You're a little WWII style plane.

So is your optional co-player. You pick up various guns, and shoot other planes with them. Your "smart bomb" button makes you do a loop. There are various big planes and big ships to defeat.

Banshee, however, contains a lot of things 1943 didn't. The plot is different, and much sillier, and works in the later section where you go up against enemy spaceships. The loop not only stops you from being killed, but hurts any airborne bad guys you hit as you go.

There are lots more guns - diagonal fire, side fire, a bomb - all of which can be powered and sped up. Most bonuses are of the shoot-to-change variety; some don't change when shot.

Banshee's graphics are magnificent; everything has an authentic Indiana Jones/Rocketeer look to it, with lots of amusing touches like indestructible nannies and polar bears wandering past, and many unfortunate foot soldiers to blast apart, incinerate or squish. it's all very smoothly animated.

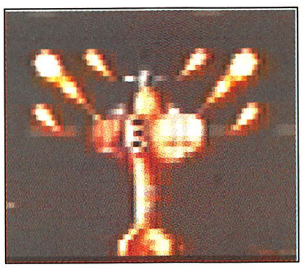
The sound isn't so great. The music's nice, but the sound effects are sparse and not very impressive. Not a big loss.

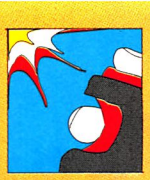
Getting hit is different from most blast-ups. In Banshee you don't just take the hit and flash a bit - bullets push you about a little, and can easily push you into the path of some other nasty.

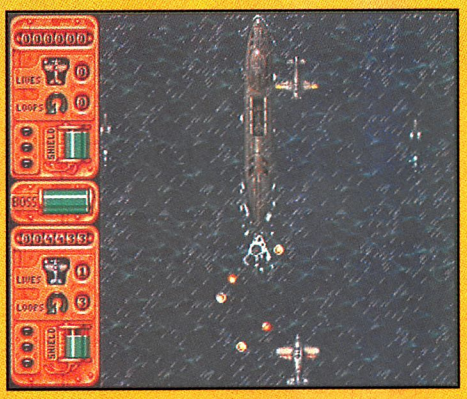
Some sections have mission objectives - if you don't do what you're meant to, you do a huge loop and have to have another go. All the installations you shot the last time are still dead, but all the vehicles and planes regenerate.

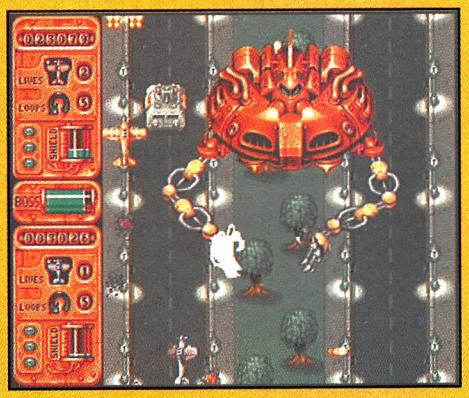
Overall, Banshee is a well crafted, very playable two player shoot-em-up, which would easily have qualified as a coin in the slot game a few years ago. Definitely worth owning.

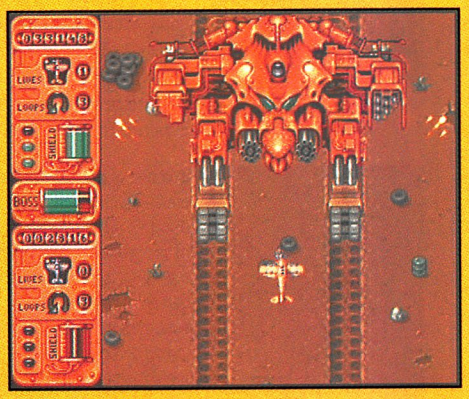
❑











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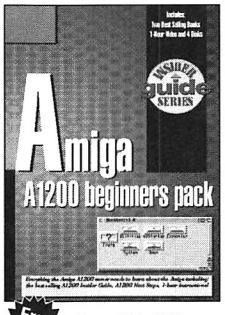

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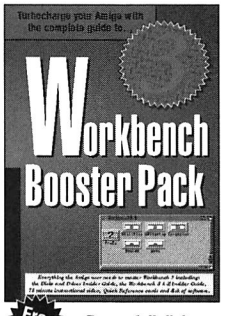

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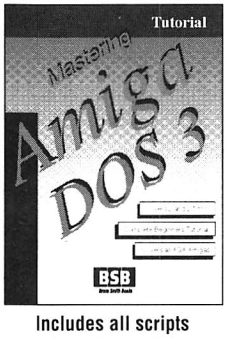

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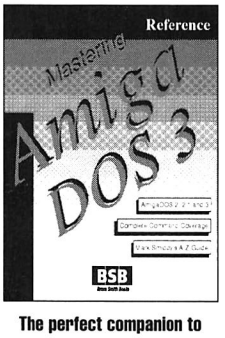

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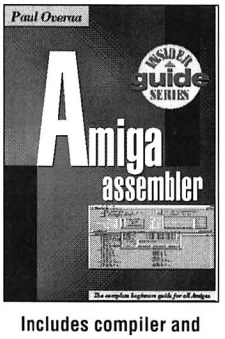

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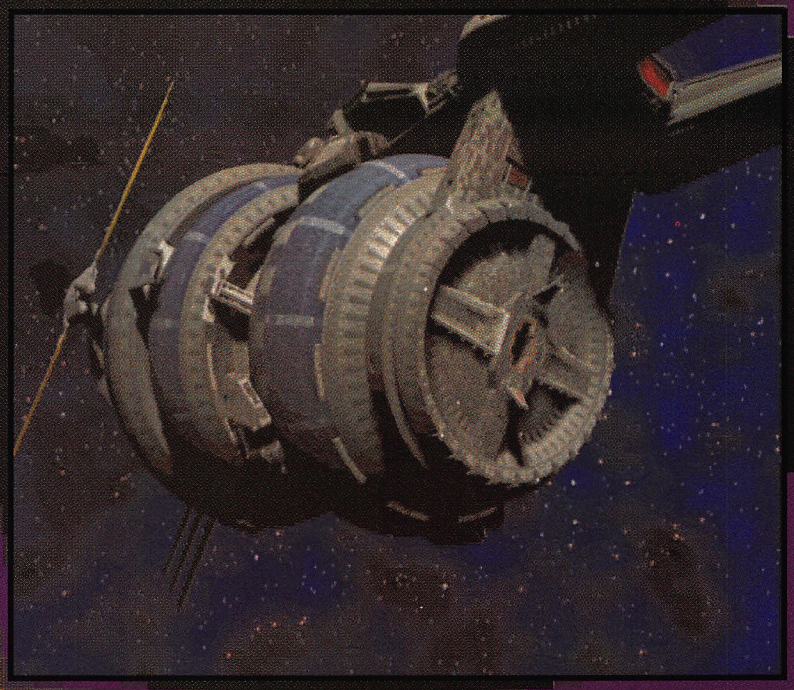

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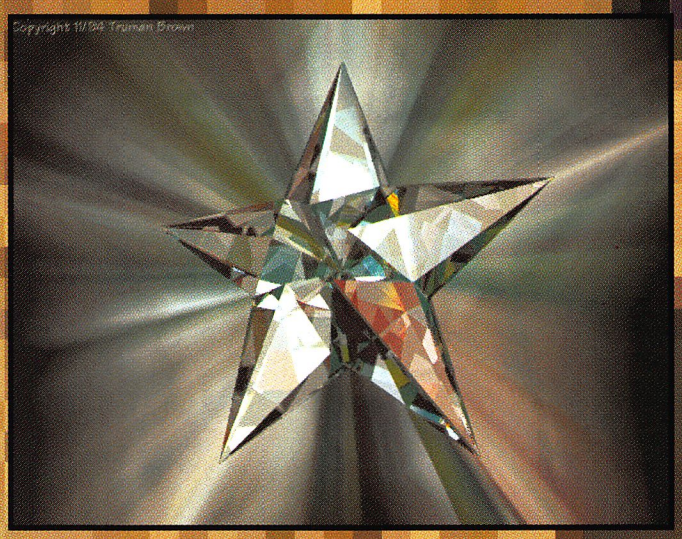

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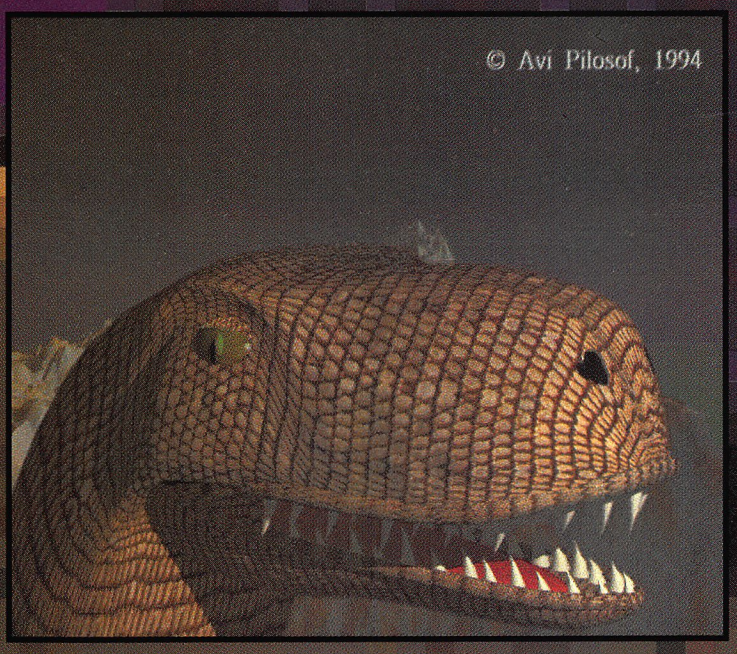

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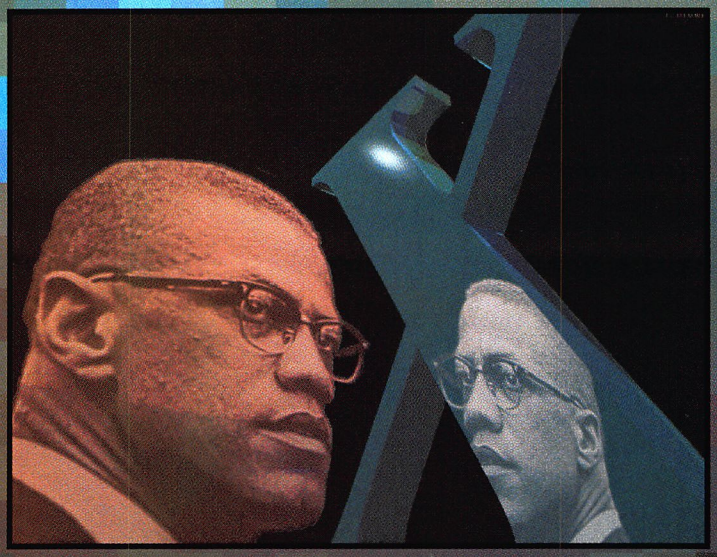

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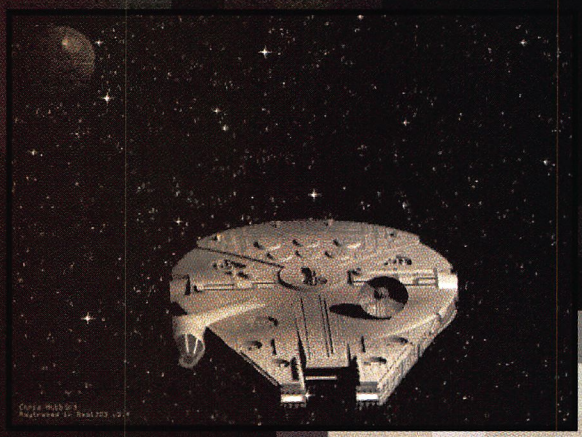

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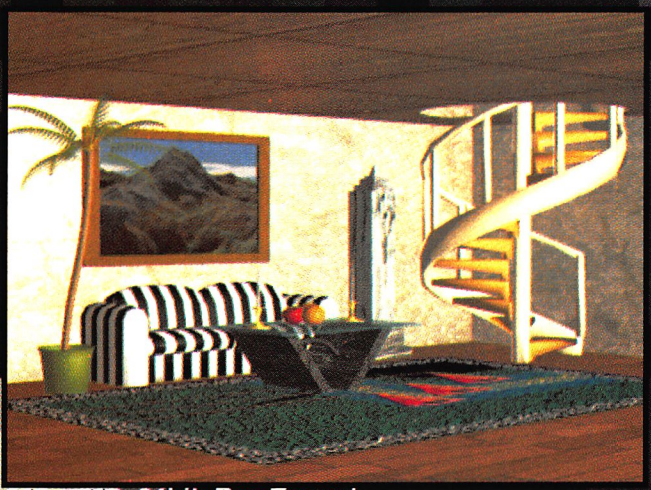

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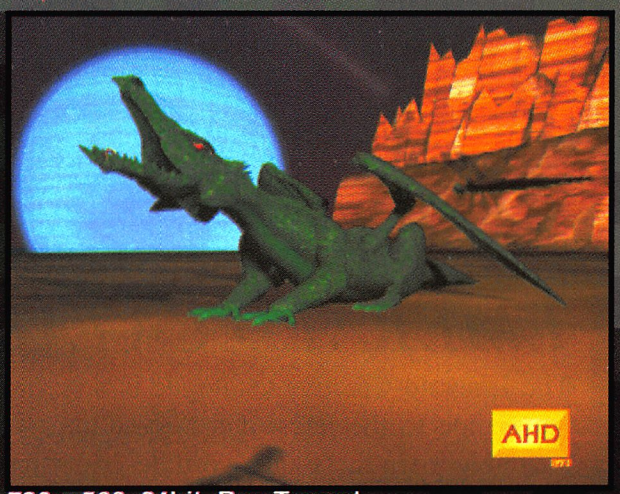

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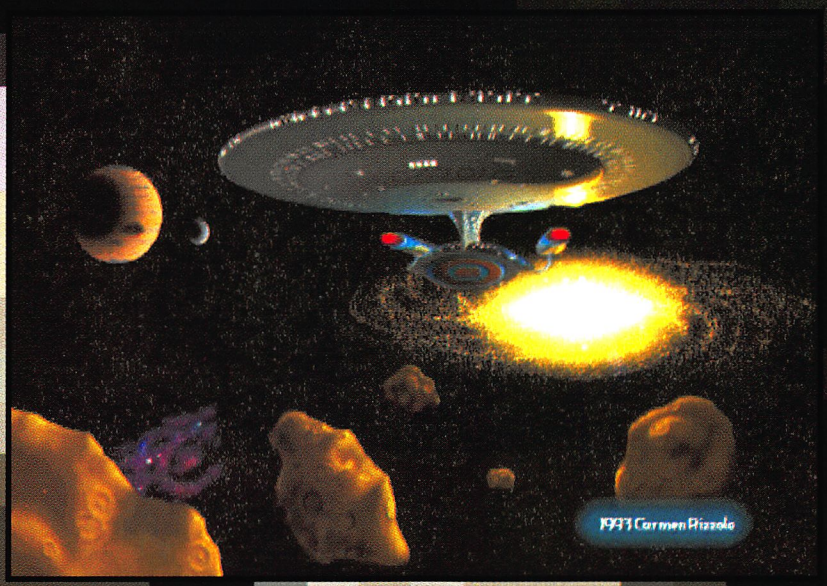

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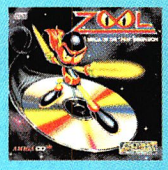

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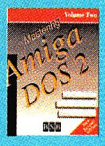

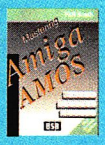

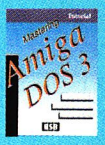

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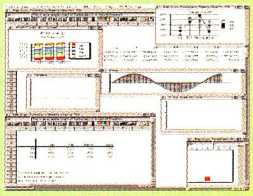

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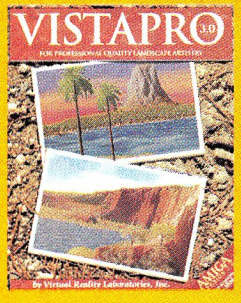

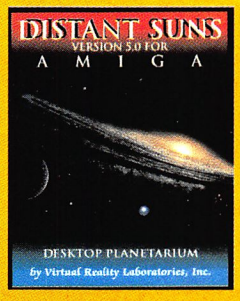

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Subscriber Information

Australian Amiga Review changed publishers as of the July '94 edition, but our editorial team has remained much the same. The magazine is now 100% produced using the Amiga, and it is 16 pages bigger.

We've been working on ensuring subscribers receive their copies of the magazine before it goes on sale at newsagents. Unfortunately, we've faced two problems in acheiving this. Firstly, Amiga Review didn't change hands until late June, so the July edition was not printed until late July.

We've caught up by doing this combined November/December issue, so that problem's been overcome. We've also had some problems with our shipping arrangements. These have now changed and we hope the problem has been fixed. For more information call (02) 879 7455.

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For Reader Classifieds see pages 38-40

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Contributors WANTED

Now that Amiga Review is bigger, we're looking for writers. Even if you've written for other Amiga magazines, we promise to give you a chance!

Plain English explanations, in an entertaining style, offering intelligent information on getting more out of the Amiga are preferred. Any wordprocessor format is acceptable, although straight ASCII is preferred. IFF images should include captions in a separate text file (or on the end of the main text file).

You can forward your contributions on disk or modem them to us by calling (02) 879 7455 first and then, once okayed, ringing back on our modem line on (02) 879 4236. Alternately, send them to The Editor, Amiga Review, PO Box 288, Gladesville 2111.

We do pay for contributions, starting from $50 per 1,000 words up to $150 for really good stuff. Please don't send your original disk, as we cannot guarantee safe return.

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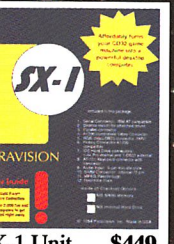

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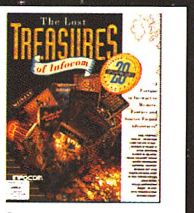

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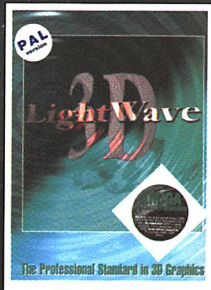

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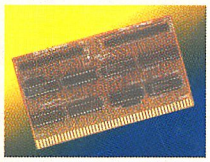

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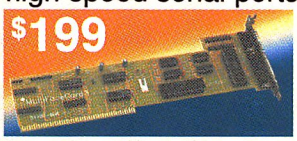

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